

- \* ShapeToIDMap
- \* IDToShapeMap
- \* MaterialToIDMap
- \* IDToMaterialMap
- \* SaveBinaryState()
- \* SaveMaterialState()
- \* RestoreMaterialState()
- \* SaveSubShapeState()
- \* RestoreSubShapeState()
- \* SaveWithChildren()
- \* sRestoreFromBinaryState()
- \* sRestoreWithChildren()

## HeightFieldShape

- + HeightFieldShape()
- + HeightFieldShape()
- + MustBeStatic()
- + GetSampleCount() + GetBlockSize()
- + GetLocalBounds()
- + GetSubShapeIDBitsRecursive()
- + GetInnerRadius()
- + GetMassProperties()
- + GetMaterial() and 20 more...
- + sRegister()
- # RestoreBinaryState()