## RefTarget < Shape > # mRefCount # cEmbedded + RefTarget() NonCopyable + RefTarget() + ~RefTarget() + NonCopyable() + SetEmbedded() + NonCopyable() + operator=() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() Shape + cGetTrianglesMinTriangles Requested + Shape() + Shape() + ~Shape() + GetType() + GetSubType() + GetUserData() + SetUserData() + MustBeStatic() + GetCenterOfMass() + GetLocalBounds() and 24 more... # RestoreBinaryState() # sCollidePointUsingRayCast() # sCollideSoftBodyVertices UsingRayCast() \* ShapeToIDMap \* IDToShapeMap \* MaterialToIDMap \* IDToMaterialMap \* SaveBinaryState() \* SaveMaterialState() \* RestoreMaterialState() \* SaveSubShapeState() \* RestoreSubShapeState() \* SaveWithChildren() \* sRestoreFromBinaryState() \* sRestoreWithChildren() ConvexShape # sUnitSphereTriangles + ConvexShape() + ConvexShape() + ConvexShape() + GetSubShapeIDBitsRecursive() + GetMaterial() + CastRay() + CastRay() + CollidePoint() + GetTrianglesStart() + GetTrianglesNext() and 9 more... + sRegister() # RestoreBinaryState() CylinderShape + CylinderShape() + CylinderShape() + CylinderShape() + GetHalfHeight() + GetRadius() + GetLocalBounds() + GetInnerRadius() + GetMassProperties() + GetSurfaceNormal()

+ GetSupportingFace() and 14 more...

# RestoreBinaryState()

+ sRegister()