NonCopyable

+ NonCopyable()
+ NonCopyable()
+ operator=()

QuadTree

+ ~QuadTree()
+ HasBodies()
+ IsDirty()
+ CanBeUpdated()
+ Init()
+ DiscardOldTree()
+ GetBounds()
+ UpdatePrepare()
+ UpdateFinalize()
+ AddBodiesPrepare()
  and 11 more...