

**PhysicsData**

**fType**  
**fgIsA**

**@~PhysicsData**  
**Type**  
**PhysicsData**  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual

**EmptyData**

**fgIsA**

**@~EmptyData**  
**EmptyData**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**