Vec4

+ mValue
+ mF32
+ @17

+ Vec4()
+ Vec4()
+ operator=()
+ Vec4()
+ Vec4()
+ Vec4()
+ Vec4()
+ GetX()
+ GetY()
+ GetZ()
  and 52 more...
+ sZero()
+ sNaN()
+ sReplicate()
+ sLoadFloat4()
+ sLoadFloat4Aligned()
+ sGatherFloat4()
+ sMin()
+ sMax()
+ sEquals()
+ sLess()
  and 11 more...

+mValue

Quat

+ GetAxisAngle()
+ GetEulerAngles()
+ operator*()
+ InverseRotate()
+ RotateAxisX()
+ RotateAxisY()
+ RotateAxisZ()
+ Dot()
+ Conjugated()
+ Inversed()
  and 8 more...
+ Quat()
+ Quat()
+ operator=()
+ Quat()
+ Quat()
+ operator==()
+ operator!=()
+ IsClose()
+ IsNormalized()
+ IsNaN()
+ GetX()
+ GetY()
+ GetZ()
+ GetW()
+ GetXYZ()
+ GetXYZW()
+ SetX()
+ SetY()
+ SetZ()
+ SetW()
+ Set()
+ LengthSq()
+ Length()
+ Normalized()
+ sRotation()
+ sFromTo()
+ sRandom()
+ sEulerAngles()
+ sLoadFloat3Unsafe()
+ sZero()
+ sIdentity()
+ Quat()
+ Quat()
+ operator=()
+ Quat()
+ Quat()
* operator==()
* operator!=()
* IsClose()
* IsNormalized()
* IsNaN()
* GetX()
* GetY()
* GetZ()
* GetW()
* GetXYZ()
* GetXYZW()
* SetX()
* SetY()
* SetZ()
* SetW()
* Set()
* LengthSq()
* Length()
* Normalized()
* operator+=()
* operator-=()
* operator*=()
* operator/=()
* operator-()
* operator+()
* operator-()
* operator*()
* operator*()
* operator/()
* operator*
* sZero()
* sIdentity()

Vec3

+ mValue
+ mF32
+ @15
+ sUnitSphere

+ Vec3()
+ Vec3()
+ operator=()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ GetX()
+ GetY()
+ GetZ()
  and 50 more...
+ sZero()
+ sNaN()
+ sAxisX()
+ sAxisY()
+ sAxisZ()
+ sReplicate()
+ sLoadFloat3Unsafe()
+ sMin()
+ sMax()
+ sClamp()
  and 13 more...

RefConst< SoftBodyShared Settings >

+ RefConst()
+ RefConst()
+ RefConst()
+ RefConst()
+ RefConst()
+ RefConst()
+ ~RefConst()
+ operator=()
+ operator=()
+ operator=()
  and 13 more...

CollisionGroup

+ cInvalidGroup
+ cInvalidSubGroup

+ CollisionGroup()
+ CollisionGroup()
+ SetGroupFilter()
+ GetGroupFilter()
+ SetGroupID()
+ GetGroupID()
+ SetSubGroupID()
+ GetSubGroupID()
+ CanCollide()
+ SaveBinaryState()
+ RestoreBinaryState()

+mSettings   +mPosition +mRotation   +mCollisionGroup

SoftBodyCreationSettings

+ mUserData
+ mObjectLayer
+ mNumIterations
+ mLinearDamping
+ mMaxLinearVelocity
+ mRestitution
+ mFriction
+ mPressure
+ mGravityFactor
+ mUpdatePosition
+ mMakeRotationIdentity
+ mAllowSleeping
+ SoftBodyCreationSettings()
+ SoftBodyCreationSettings()
+ SaveBinaryState()
+ RestoreBinaryState()
+ SaveWithChildren()
+ sRestoreWithChildren()
* mObjectLayer
* mNumIterations
* mLinearDamping
* mMaxLinearVelocity
* mRestitution
* mFriction
* mPressure
* mGravityFactor
* mUpdatePosition
* mMakeRotationIdentity
* mAllowSleeping