

Vec3
+ mValue
+ mF32
+ @15
+ sUnitSphere
+ Vec3()
+ Vec3()
+ operator=()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ GetX()
+ GetY()
+ GetZ()
and 50 more...
+ sZero()
+ sNaN()
+ sAxisX()
+ sAxisY()
+ sAxisZ()
+ sReplicate()
+ sLoadFloat3Unsafe()
+ sMin()
+ sMax()
+ sClamp()
and 13 more...

+mRelativeAngularSurface  
Velocity  
+mRelativeLinearSurface  
Velocity

BodyID
+ cInvalidBodyID
+ cBroadPhaseBit
+ cMaxBodyIndex
+ cMaxSequenceNumber
+ BodyID()
+ BodyID()
+ BodyID()
+ GetIndex()
+ GetSequenceNumber()
+ GetIndexAndSequenceNumber()
+ IsInvalid()
+ operator==()
+ operator!=()
+ operator<()
+ operator>()

+mContactNormal  
+mContactPointOn2  
+mDeltaPosition

ContactSettings
+ mCombinedFriction
+ mCombinedRestitution
+ mInvMassScale1
+ mInvInertiaScale1
+ mInvMassScale2
+ mInvInertiaScale2
+ mIsSensor

+mContactSettings

+mBodyID1  
+mBodyID2

PhysicsUpdateContext ::Step::CCDBody
+ mFraction
+ mFractionPlusSlop
+ mLinearCastThresholdSq
+ mMaxPenetration
+ CCDBody()