NonCopyable + NonCopyable() + NonCopyable() + operator=() Vec3 + mValue Body + mF32 + clnactiveIndex + @15 + Body() + sUnitSphere $+ \sim Body()$ AxisConstraintPart + GetID() + Vec3() BodyID + Vec3() + GetBodyType() + clnvalidBodyID RefConst< WheelSettings > + TemplatedCalculateConstraint + operator=() + IsRigidBody() + cBroadPhaseBit Properties() + Vec3() + IsSoftBody() + cMaxBodyIndex + CalculateConstraintProperties() RefConst() SubShapeID + Vec3() + IsActive() + cMaxSequenceNumber + CalculateConstraintProperties RefConst() + MaxBits + Vec3() + IsStatic() + BodyID() WithMassOverride() RefConst() + SubShapeID() + Vec3() + IsKinematic() + BodyID() + CalculateConstraintProperties RefConst() + PopID() + GetX() + IsDynamic() + BodyID() WithFrequencyAndDamping() +sFixedToWorld + GetY() RefConst() + GetValue() and 65 more... + CalculateConstraintProperties + GetIndex() RefConst() + SetValue() + GetZ() * AddPositionStep() WithStiffnessAndDamping() + GetSequenceNumber() + IsEmpty() ~RefConst() and 50 more... * SubPositionStep() + CalculateConstraintProperties + GetIndexAndSequenceNumber() operator=() + operator==() * AddRotationStep() + sZero() WithSettings() + IsInvalid() operator=() + operator!=() + sNaN() + Deactivate() * SubRotationStep() + operator==() * SetInBroadPhaseInternal() operator=() + sAxisX() + IsActive() + operator!=() and 13 more... + TemplatedWarmStart() + sAxisY() * InvalidateContactCacheInternal() + operator<() * ValidateContactCacheInternal() + sAxisZ() + WarmStart() + operator>() + sReplicate() and 11 more... * CalculateWorldSpaceBounds Internal() + sLoadFloat3Unsafe() * SetPositionAndRotationInternal() + sMin() * UpdateCenterOfMassInternal() + sMax() and 6 more... + sClamp() and 13 more... #mContactLateral #mLateralPart #mContactLongitudinal #mLongitudinalPart #mContactBody #mContactSubShapeID #mSettings #mContactBodyID #mContactNormal #mSuspensionMaxUpPart #mContactPointVelocity #mSuspensionPart #mContactPosition Wheel # mSuspensionLength # mAxlePlaneConstant # mAntiRollBarImpulse # mSteerAngle # mAngularVelocity # mAngle + Wheel() + ~Wheel() + GetSettings() + GetAngularVelocity() + SetAngularVelocity() + GetRotationAngle() + SetRotationAngle() + GetSteerAngle() + SetSteerAngle() + HasContact() and 14 more...