RefTarget< Constraint >

\# mRefCount

\# cEmbedded

+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()

NonCopyable

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

Constraint

+ Constraint()
+ ~Constraint()
+ GetType()
+ GetSubType()
+ GetConstraintPriority()
+ SetConstraintPriority()
+ SetNumVelocityStepsOverride()
+ GetNumVelocityStepsOverride()
+ SetNumPositionStepsOverride()
+ GetNumPositionStepsOverride()
  and 10 more...
+ IsActive()
+ SetupVelocityConstraint()
+ WarmStartVelocityConstraint()
+ SolveVelocityConstraint()
+ SolvePositionConstraint()
\# ToConstraintSettings()
* IsActive()
* SetupVelocityConstraint()
* WarmStartVelocityConstraint()
* SolveVelocityConstraint()
* SolvePositionConstraint()

TwoBodyConstraint

\# mBody1

\# mBody2

+ TwoBodyConstraint()
+ GetType()
+ IsActive()
+ GetBody1()
+ GetBody2()
+ GetConstraintToBody1Matrix()
+ GetConstraintToBody2Matrix()
+ BuildIslands()
+ BuildIslandSplits()

ConeConstraint

+ ConeConstraint()
+ GetSubType()
+ NotifyShapeChanged()
+ SetupVelocityConstraint()
+ WarmStartVelocityConstraint()
+ SolveVelocityConstraint()
+ SolvePositionConstraint()
+ SaveState()
+ RestoreState()
+ GetConstraintSettings()
+ GetConstraintToBody1Matrix()
+ GetConstraintToBody2Matrix()
+ SetHalfConeAngle()
+ GetCosHalfConeAngle()
* mLocalSpacePosition1
* mLocalSpacePosition2
* mLocalSpaceTwistAxis1
* mLocalSpaceTwistAxis2
* mCosHalfConeAngle
* mWorldSpaceRotationAxis
* mCosTheta
* mPointConstraintPart
* mAngleConstraintPart
* GetTotalLambdaPosition()
* GetTotalLambdaRotation()
* CalculateRotationConstraint
  Properties()