NonCopyable + NonCopyable() + NonCopyable() + operator=() RefTarget < ConstraintSettings > # mRefCount # cEmbedded + RefTarget() + RefTarget() SerializableObject + ~RefTarget() + SetEmbedded() + ~SerializableObject() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() ConstraintSettings + mEnabled + mConstraintPriority + mNumVelocityStepsOverride + mNumPositionStepsOverride + mDrawConstraintSize + mUserData + SaveBinaryState() + sRestoreFromBinaryState() # RestoreBinaryState() TwoBodyConstraintSettings Create() SwingTwistConstraintSettings + mSpace + mPosition1 + mTwistAxis1 + mPlaneAxis1 + mPosition2 + mTwistAxis2 + mPlaneAxis2 + mSwingType + mNormalHalfConeAngle + mPlaneHalfConeAngle + mTwistMinAngle + mTwistMaxAngle mMaxFrictionTorque + SaveBinaryState() + Create() mPosition1 mTwistAxis1 mPlaneAxis1 mPosition2 * mTwistAxis2 mPlaneAxis2 mSwingType * mNormalHalfConeAngle mPlaneHalfConeAngle mTwistMinAngle mTwistMaxAngle * mMaxFrictionTorque

mSwingMotorSettings mTwistMotorSettings RestoreBinaryState()