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...

Mat44

- + Mat44()
- + Mat44()
- + Mat44()
- + Mat44()
- + operator=()
- + Mat44()
- + operator()()
- + operator()()
- + operator==()
- + operator!=()
  - and 51 more...
- + sZero()
- + sIdentity()
- + sNaN()
- + sLoadFloat4x4()
- + sLoadFloat4x4Aligned()
- + sRotationX()
- + sRotationY()
- + sRotationZ()
- + sRotation()
- + sRotation()
  - and 10 more...

+mValue

+mInertia

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

CollisionGroup

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

MassProperties

- + mMass
- + DecomposePrincipalMoments OfInertia()
- + SetMassAndInertiaOfSolid Box()
- + ScaleToMass()
- + Rotate()
- + Translate()
- + Scale()
- + SaveBinaryState()
- + RestoreBinaryState()
- + sGetEquivalentSolidBoxSize()

+mAngularVelocity
+mLinearVelocity
+mPosition   +mRotation   +mCollisionGroup   +mMassPropertiesOverride

BodyCreationSettings

- + mUserData
- + mObjectLayer
- + mMotionType
- + mAllowedDOFs
- + mAllowDynamicOrKinematic
- + mIsSensor
- + mSensorDetectsStatic
- + mUseManifoldReduction
- + mApplyGyroscopicForce
- + mMotionQuality
- + mAllowSleeping
- + mFriction
  - and 8 more...
- + BodyCreationSettings()
- + BodyCreationSettings()
- + BodyCreationSettings()
- + GetShapeSettings()
- + SetShapeSettings()
- + ConvertShapeSettings()
- + GetShape()
- + SetShape()
- + HasMassProperties()
- + GetMassProperties()
- + SaveBinaryState()
- + RestoreBinaryState()
- + SaveWithChildren()
- + sRestoreWithChildren()
- * mObjectLayer
- * mMotionType
- * mAllowedDOFs
- * mAllowDynamicOrKinematic
- * mIsSensor
- * mSensorDetectsStatic
- * mUseManifoldReduction
- * mApplyGyroscopicForce
- * mMotionQuality
- * mAllowSleeping
- * mFriction
  - and 8 more...
- * mOverrideMassProperties
- * mInertiaMultiplier
- * mShape
- * mShapePtr