RefTarget < Constraint > # mRefCount # cEmbedded + RefTarget() NonCopyable + RefTarget() + ~RefTarget() + NonCopyable() + SetEmbedded() + NonCopyable() + operator=() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() 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() GearConstraint + GearConstraint() + GetSubType() + NotifyShapeChanged() + SetupVelocityConstraint() + WarmStartVelocityConstraint() + SolveVelocityConstraint() + SolvePositionConstraint()

- + SaveState()
- + RestoreState()
 + GetConstraintSettings()
- + GetConstraintToBody1Matrix()
- + GetConstraintToBody2Matrix()
- + SetConstraints()
- * mLocalSpaceHingeAxis1
- * mLocalSpaceHingeAxis2
- * mRatio
- * mGear1Constraint
- * mGear2Constraint
- * mWorldSpaceHingeAxis1
- * mWorldSpaceHingeAxis2
- * mGearConstraintPart

* GetTotalLambda()

* CalculateConstraintProperties()