atomic< uint32 > #mRefCount #mRefCount RefTarget < Constraint > # cEmbedded + RefTarget() + RefTarget() NonCopyable + ~RefTarget() + SetEmbedded() + NonCopyable() + NonCopyable() + operator=() + GetRefCount() + operator=() + AddRef() + Release() + sInternalGetRefCountOffset() RefTarget < VehicleController > # cEmbedded + RefTarget() + RefTarget() + ~RefTarget() + SetEmbedded() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() Constraint + Constraint() + ~Constraint() + GetType() + GetSubType() + GetConstraintPriority() + SetConstraintPriority() + SetNumVelocityStepsOverride() + GetNumVelocityStepsOverride() + SetNumPositionStepsOverride() PhysicsStepListener + GetNumPositionStepsOverride() and 10 more... + ~PhysicsStepListener() + IsActive() + OnStep() + SetupVelocityConstraint() + WarmStartVelocityConstraint() + SolveVelocityConstraint() + SolvePositionConstraint() # ToConstraintSettings() * IsActive() * SetupVelocityConstraint() * WarmStartVelocityConstraint() * SolveVelocityConstraint() * SolvePositionConstraint() VehicleConstraint + VehicleConstraint() + ~VehicleConstraint() + GetSubType() + SetMaxPitchRollAngle() + SetVehicleCollisionTester() + SetCombineFriction() + GetCombineFriction() + GetPreStepCallback() + SetPreStepCallback() + GetPostCollideCallback() and 31 more... #mConstraint VehicleController + VehicleController() + ~VehicleController() # ConstructWheel() # AllowSleep() # PreCollide() # PostCollide() # SolveLongitudinalAndLateral

Constraints()
SaveState()
RestoreState()