

MotionProperties
+ cInactiveIndex
+ GetMotionQuality()
+ GetAllowedDOFs()
+ GetAllowSleeping()
+ GetLinearVelocity()
+ SetLinearVelocity()
+ SetLinearVelocityClamped()
+ GetAngularVelocity()
+ SetAngularVelocity()
+ SetAngularVelocityClamped()
+ MoveKinematic()
and 39 more...
+ GetMaxLinearVelocity()
+ SetMaxLinearVelocity()
+ GetMaxAngularVelocity()
+ SetMaxAngularVelocity()
+ AddLinearVelocityStep()
+ SubLinearVelocityStep()
+ AddAngularVelocityStep()
+ SubAngularVelocityStep()
* GetMaxLinearVelocity()
* SetMaxLinearVelocity()
* GetMaxAngularVelocity()
* SetMaxAngularVelocity()
* AddLinearVelocityStep()
* SubLinearVelocityStep()
* AddAngularVelocityStep()
* SubAngularVelocityStep()

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

Body
+ cInactiveIndex
+ Body()
+ ~Body()
+ GetID()
+ GetBodyType()
+ IsRigidBody()
+ IsSoftBody()
+ IsActive()
+ IsStatic()
+ IsKinematic()
+ IsDynamic()
and 65 more...
* AddPositionStep()
* SubPositionStep()
* AddRotationStep()
* SubRotationStep()
* SetInBroadPhaseInternal()
* InvalidateContactCacheInternal()
* ValidateContactCacheInternal()
* CalculateWorldSpaceBoundsInternal()
* SetPositionAndRotationInternal()
* UpdateCenterOfMassInternal()
and 6 more...

SoftBodyMotionProperties
+ Initialize()
+ GetSettings()
+ GetVertices()
+ GetVertices()
+ GetVertex()
+ GetVertex()
+ GetMaterials()
+ GetFaces()
+ GetFace()
+ GetNumIterations()
and 14 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...

Vec3
+ mValue
+ mF32
+ @15
+ sUnitSphere
+ Vec3()
+ Vec3()
+ operator=()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ GetX()
+ GetY()
+ GetZ()
and 50 more...
+ sZero()
+ sNaN()
+ sAxisX()
+ sAxisY()
+ sAxisZ()
+ sReplicate()
+ sLoadFloat3Unsafe()
+ sMin()
+ sMax()
+ sClamp()
and 13 more...

atomic< EState >

atomic< uint >

atomic< uint64 >

+mBody

+mMotionProperties

+mCenterOfMassTransform

+mDisplacementDueToGravity  
+mGravity

+mState

+mNextCollisionVertex  
+mNextIteration  
+mNumCollisionVerticesProcessed  
+mNumEdgeConstraintsProcessed

+mNextEdgeConstraint

SoftBodyUpdateContext
+ mDeltaTime
+ mSubStepDeltaTime
+ mCanSleep
+ cVertexCollisionBatch
+ cEdgeConstraintBatch
+ sGetEdgeGroupStart()
+ sGetEdgeGroupAndStartIdx()

+sFixedToWorld