## 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() PulleyConstraint + PulleyConstraint() + GetSubType() + NotifyShapeChanged() + SetupVelocityConstraint() + WarmStartVelocityConstraint() + SolveVelocityConstraint() + SolvePositionConstraint() + SaveState() + RestoreState() + GetConstraintSettings()

## and 6 more... \* mLocalSpacePosition1 \* mLocalSpacePosition2 \* mFixedPosition1 \* mFixedPosition2 \* mRatio \* mMinLength \* mMaxLength

\* mWorldSpacePosition1

\* mWorldSpacePosition2

\* mWorldSpaceNormal1 and 7 more...