+ clnactiveIndex + GetMotionQuality() + GetAllowedDOFs() + GetAllowSleeping() + GetLinearVelocity() + SetLinearVelocity() + SetLinearVelocityClamped() + GetAngularVelocity() + SetAngularVelocity() + SetAngularVelocityClamped() + MoveKinematic() and 39 more... NonCopyable + GetMaxLinearVelocity() atomic< uint32 > + SetMaxLinearVelocity() + NonCopyable() + GetMaxAngularVelocity() + NonCopyable() + SetMaxAngularVelocity() + operator=() + AddLinearVelocityStep() + SubLinearVelocityStep() + AddAngularVelocityStep() + SubAngularVelocityStep() * GetMaxLinearVelocity() * SetMaxLinearVelocity() * GetMaxAngularVelocity() * SetMaxAngularVelocity() * AddLinearVelocityStep() * SubLinearVelocityStep() * AddAngularVelocityStep() * SubAngularVelocityStep() #mRefCount Vec3 + mValue Body Mat44 + mF32 + clnactiveIndex + @15 + Body() + Mat44() + sUnitSphere + ~Body() + Mat44() + GetID() + Vec3() + Mat44() BodyID + GetBodyType() + Vec3() + Mat44() + cInvalidBodyID SoftBodyMotionProperties + IsRigidBody() + operator=() + operator=() + cBroadPhaseBit + IsSoftBody() RefTarget < Constraint > + Vec3() + cMaxBodyIndex + Mat44() + Vec3() # cEmbedded + Initialize() + IsActive() + cMaxSequenceNumber + operator()() + Vec3() + GetSettings() + RefTarget() + IsStatic() + operator()() + BodyID() + GetVertices() + RefTarget() + Vec3() + IsKinematic() + operator==() + BodyID() + ~RefTarget() + GetVertices() atomic < EState > atomic < uint64 > + GetX() + IsDynamic() + BodyID() + operator!=() + GetY() + GetVertex() + SetEmbedded() and 65 more... + GetIndex() and 51 more... + GetVertex() + GetZ() + operator=() * AddPositionStep() + sZero() + GetSequenceNumber() + GetRefCount() + GetMaterials() and 50 more... * SubPositionStep() + sldentity() + GetIndexAndSequenceNumber() + GetFaces() + AddRef() + sZero() * AddRotationStep() + sNaN() + IsInvalid() + GetFace() + Release() + sNaN() * SubRotationStep() + sLoadFloat4x4() + operator==() + GetNumIterations() + sAxisX() * SetInBroadPhaseInternal() + sInternalGetRefCountOffset() + sLoadFloat4x4Aligned() + operator!=() and 14 more... + sAxisY() * InvalidateContactCacheInternal() + sRotationX() + operator<() + sAxisZ() * ValidateContactCacheInternal() + sRotationY() + operator>() CalculateWorldSpaceBounds + sRotationZ() Internal() + sLoadFloat3Unsafe() + sRotation() * SetPositionAndRotationInternal() + sMin() + sRotation() * UpdateCenterOfMassInternal() + sMax() and 10 more... and 6 more... + sClamp() and 13 more... IslandBuilder PhysicsSystem + ~IslandBuilder() JobSystem + Init() + PhysicsSystem() + PrepareContactConstraints() + ~PhysicsSystem() + PrepareNonContactConstraints() + ~JobSystem() JobSystem::Barrier + GetMaxConcurrency() + Init() + LinkBodies() TempAllocator +mNextCollisionVertex +mRelativeAngularSurface + SetBodyActivationListener() | + LinkConstraint() + CreateJob() +mDeltaPosition + AddJob() +mBodyA +mNextIteration Velocity + CreateBarrier() + GetBodyActivationListener() | + LinkContact() | + ~TempAllocator() +mDisplacementDueToGrav +mMotionProperties / +mBody +mCenterOfMassTransform +mState +mNextEdgeConstraint +mErrors +mNumCollisionVerticesProcessed + AddJobs() +mBodyB +mRelativeLinearSurface +mGravity + DestroyBarrier() + SetContactListener() + Finalize() + Allocate() +mNumEdgeConstraintsProcessed Velocity # ~Barrier() + WaitForJobs() + GetContactListener() + GetNumIslands() + Free() # OnJobFinished() + GetBodiesInIsland() # QueueJob() + SetCombineFriction() # QueueJobs() + GetCombineFriction() + GetConstraintsInIsland() # FreeJob() + SetCombineRestitution() + GetContactsInIsland() + SetNumPositionSteps() and 38 more... + GetNumPositionSteps() + ResetIslands() Constraint + Constraint() + ~Constraint() + GetType() + GetSubType() Ref< Job > + GetConstraintPriority() +mActiveBodyReadIdx +mApplyGravityReadIdx + SetConstraintPriority() mDetermineActiveConstraint ContactSettings + Ref() SoftBodyUpdateContext + SetNumVelocityStepsOverride() ReadIdx BodyPair + Ref() + mCombinedFriction + GetNumVelocityStepsOverride() + mDeltaTime +mIntegrateVelocityReadIdx + mCombinedRestitution + Ref() + mSubStepDeltaTime + SetNumPositionStepsOverride() +mNextCCDBody StaticArray < T, N > + Ref() + BodyPair() + mInvMassScale1 +mNumActiveConstraints +mContactNor + mCanSleep - GetNumPositionStepsOverride() ::Storage + BodyPair() + ~Ref() +mJobSystem +mSoftBodyToCollide +mIslandBuilder +mTempAllocat +mNumCCDBodies +mContactPoint + mInvInertiaScale1 +mBodyID2 + mData + cVertexCollisionBatch and 10 more... etupVelocityConstraints + mInvMassScale2 + operator==() + operator=() + cEdgeConstraintBatch + IsActive() ReadIdx + operator<() + mInvInertiaScale2 + operator=() PositionConstraints + sGetEdgeGroupStart() + SetupVelocityConstraint() + mlsSensor + GetHash() + operator=() NextIsland + sGetEdgeGroupAndStartIdx() + WarmStartVelocityConstraint() VelocityConstraintsNext + operator Job *() + SolveVelocityConstraint() Island + operator->() + SolvePositionConstraint() and 7 more... # ToConstraintSettings() * IsActive() * SetupVelocityConstraint() WarmStartVelocityConstraint() SolveVelocityConstraint() SolvePositionConstraint() +mNumBodyPairs +mSoftBodyUpdateContexts +mActiveConstraints +mBodyPairs #mElements #mElements +mContactSettings +mNumManifolds StaticArray< JobHandle, StaticArray < BodyPairQueue, JobSystem::JobHandle cMaxConcurrency > cMaxConcurrency > + Capacity + Capacity # mSize # mSize PhysicsUpdateContext + JobHandle() + StaticArray() + StaticArray() + mStepDeltaTime PhysicsUpdateContext + JobHandle() + StaticArray() + StaticArray() ::Step::CCDBody + mWarmStartImpulseRatio + JobHandle() + StaticArray() + StaticArray() + mSteps atomic< JobMask > + mFraction BroadPhase::UpdateState + operator=() + mFractionPlusSlop + ~StaticArray() + ~StaticArray() + mNumSoftBodies + mData + operator=() + clear() + mLinearCastThresholdSq + clear() + cMaxConcurrency + IsValid() + push_back() + push_back() + mMaxPenetration + PhysicsUpdateContext() + IsDone() + emplace_back() + CCDBody() + emplace_back() + ~PhysicsUpdateContext() + AddDependency() + pop_back() + pop_back() + GetMaxConcurrency() + RemoveDependency() + empty() + empty() + sRemoveDependencies() + size() + size() + sRemoveDependencies() and 22 more... and 22 more... +mApplyGravity +mBodySetIslandIndex -mDetermineActiveConstraints +mBroadPhasePrepare +mFindCollisions +mBuildIslandsFromConstraints +mIntegrateVelocity +mContactRemovedCallbacks +mSetupVelocityConstraints +mFinalizeIslands +mSoftBodyCollide +mActiveFindCollisionJobs +mBodyPairQueues +mCCDBodies +mContext +mBroadPhaseUpdateState +mPostIntegrateVelocity +mSoftBodySimulate +mPreIntegrateVelocity +mSolvePositionConstraints +mResolveCCDContacts +mSolveVelocityConstraints +mSoftBodyFinalize +mStepListeners +mSoftBodyPrepare PhysicsUpdateContext ::Step + mlsFirst + mlsLast + mNumActiveBodiesAtStepStart mPadding1 - mPadding2 + mPadding3 + mStepListenerReadIdx + mPadding4 + mPadding5 + mPadding6 and 6 more...

+ Step()

MotionProperties