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() **PathConstraint** + PathConstraint() + GetSubType() + NotifyShapeChanged() + SetupVelocityConstraint() + WarmStartVelocityConstraint() + SolveVelocityConstraint() + SolvePositionConstraint() + SaveState() + RestoreState()

- + IsActive()
- and 16 more...
- * mPath
- * mPathToBody1 * mPathToBody2
- * mRotationConstraintType
- * mMaxFrictionForce
- * mPositionMotorSettings
- * mPositionMotorState
- * mTargetVelocity * mTargetPathFraction
- * mR1 and 18 more...