## RefTarget < VehicleController > # mRefCount # cEmbedded + RefTarget() NonCopyable + RefTarget() + ~RefTarget() + NonCopyable() + SetEmbedded() + NonCopyable() + operator=() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() VehicleController # mConstraint + VehicleController() + ~VehicleController() # ConstructWheel() # AllowSleep() # PreCollide() # PostCollide() # SolveLongitudinalAndLateral Constraints() # SaveState() # RestoreState() WheeledVehicleController # mForwardInput # mRightInput # mBrakeInput # mHandBrakeInput # mEngine # mTransmission # mDifferentials # mDifferentialLimitedSlip Ratio # mPreviousDeltaTime + WheeledVehicleController() + SetDriverInput() + SetForwardInput() + GetForwardInput() + SetRightInput() + GetRightInput() + SetBrakeInput() + GetBrakeInput() + SetHandBrakeInput() + GetHandBrakeInput() and 9 more... # ConstructWheel() # AllowSleep() # PreCollide() # PostCollide() # SolveLongitudinalAndLateral Constraints() # SaveState() # RestoreState() MotorcycleController # mEnableLeanController # mEnableLeanSteeringLimit # mMaxLeanAngle # mLeanSpringConstant # mLeanSpringDamping # mLeanSpringIntegrationCoefficient # mLeanSpringIntegrationCoefficient Decay # mLeanSmoothingFactor # mTargetLean # mLeanSpringIntegratedDelta Angle # mAppliedImpulse + MotorcycleController() + GetWheelBase() + EnableLeanController() + IsLeanControllerEnabled() + EnableLeanSteeringLimit() + IsLeanSteeringLimitEnabled() + SetLeanSpringConstant() + GetLeanSpringConstant() + SetLeanSpringDamping()

+ GetLeanSpringDamping()

# SolveLongitudinalAndLateral

and 6 more...
# PreCollide()

Constraints()
# SaveState()
# RestoreState()