RefTarget< Constraint >

mRefCount
cEmbedded

+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()

NonCopyable

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

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()

SwingTwistConstraint

+ SwingTwistConstraint()
+ GetSubType()
+ NotifyShapeChanged()
+ SetupVelocityConstraint()
+ WarmStartVelocityConstraint()
+ SolveVelocityConstraint()
+ SolvePositionConstraint()
+ SaveState()
+ RestoreState()
+ GetConstraintSettings()
+ GetConstraintToBody1Matrix()
+ GetConstraintToBody2Matrix()
+ GetLocalSpacePosition1()
+ GetLocalSpacePosition2()
+ GetConstraintToBody1()
+ GetConstraintToBody2()
+ GetNormalHalfConeAngle()
+ SetNormalHalfConeAngle()
+ GetPlaneHalfConeAngle()
+ SetPlaneHalfConeAngle()
+ GetTwistMinAngle()
+ SetTwistMinAngle()
+ GetTwistMaxAngle()
+ SetTwistMaxAngle()
+ GetSwingMotorSettings()
+ GetSwingMotorSettings()
+ GetTwistMotorSettings()
+ GetTwistMotorSettings()
+ SetMaxFrictionTorque()
+ GetMaxFrictionTorque()
+ SetSwingMotorState()
+ GetSwingMotorState()
+ SetTwistMotorState()
+ GetTwistMotorState()
+ SetTargetAngularVelocityCS()
+ GetTargetAngularVelocityCS()
+ SetTargetOrientationCS()
+ GetTargetOrientationCS()
+ SetTargetOrientationBS()
+ GetRotationInConstraintSpace()
* mLocalSpacePosition1
* mLocalSpacePosition2
* mConstraintToBody1
* mConstraintToBody2
* mNormalHalfConeAngle
* mPlaneHalfConeAngle
* mTwistMinAngle
* mTwistMaxAngle
* mMaxFrictionTorque
* mSwingMotorSettings
  and 15 more...
* GetSubType()
* NotifyShapeChanged()
* SetupVelocityConstraint()
* WarmStartVelocityConstraint()
* SolveVelocityConstraint()
* SolvePositionConstraint()
* SaveState()
* RestoreState()
* GetConstraintSettings()
* GetConstraintToBody1Matrix()
* GetConstraintToBody2Matrix()
* GetLocalSpacePosition1()
* GetLocalSpacePosition2()
* GetConstraintToBody1()
* GetConstraintToBody2()
* GetNormalHalfConeAngle()
* SetNormalHalfConeAngle()
* GetPlaneHalfConeAngle()
* SetPlaneHalfConeAngle()
* GetTwistMinAngle()
* SetTwistMinAngle()
* GetTwistMaxAngle()
* SetTwistMaxAngle()
* GetSwingMotorSettings()
* GetSwingMotorSettings()
* GetTwistMotorSettings()
* GetTwistMotorSettings()
* SetMaxFrictionTorque()
* GetMaxFrictionTorque()
* SetSwingMotorState()
* GetSwingMotorState()
* SetTwistMotorState()
* GetTwistMotorState()
* SetTargetAngularVelocityCS()
* GetTargetAngularVelocityCS()
* SetTargetOrientationCS()
* GetTargetOrientationCS()
* SetTargetOrientationBS()
* GetRotationInConstraintSpace()