

Vec4
+ mValue
+ mF32
+ @17
+ Vec4()
+ Vec4()
+ operator=()
+ Vec4()
+ Vec4()
+ Vec4()
+ Vec4()
+ GetX()
+ GetY()
+ GetZ()
and 52 more...
+ sZero()
+ sNaN()
+ sReplicate()
+ sLoadFloat4()
+ sLoadFloat4Aligned()
+ sGatherFloat4()
+ sMin()
+ sMax()
+ sEquals()
+ sLess()
and 11 more...

Mat44
+ Mat44()
+ Mat44()
+ Mat44()
+ Mat44()
+ operator=()
+ Mat44()
+ operator>()()
+ operator>()()
+ operator==()
+ operator!=()
and 51 more...
+ sZero()
+ sIdentity()
+ sNaN()
+ sLoadFloat4x4()
+ sLoadFloat4x4Aligned()
+ sRotationX()
+ sRotationY()
+ sRotationZ()
+ sRotation()
+ sRotation()
and 10 more...

Quat
+ GetAxisAngle()
+ GetEulerAngles()
+ operator*()
+ InverseRotate()
+ RotateAxisX()
+ RotateAxisY()
+ RotateAxisZ()
+ Dot()
+ Conjugated()
+ Inversed()
and 8 more...
+ Quat()
+ Quat()
+ operator=()
+ Quat()
+ Quat()
+ operator==(())
+ operator!=(())
+ IsClose()
+ IsNormalized()
+ IsNaN()
+ GetX()
+ GetY()
+ GetZ()
+ GetW()
+ GetXYZ()
+ GetXYZW()
+ SetX()
+ SetY()
+ SetZ()
+ SetW()
+ Set()
+ LengthSq()
+ Length()
+ Normalized()
+ sRotation()
+ sFromTo()
+ sRandom()
+ sEulerAngles()
+ sLoadFloat3Unsafe()
+ sZero()
+ sIdentity()
* Quat()
* Quat()
* operator=()
* Quat()
* Quat()
* operator==(())
* operator!=(())
* IsClose()
* IsNormalized()
* IsNaN()
* GetX()
* GetY()
* GetZ()
* GetW()
* GetXYZ()
* GetXYZW()
* SetX()
* SetY()
* SetZ()
* SetW()
* Set()
* LengthSq()
* Length()
* Normalized()
* operator+=(())
* operator-=(())
* operator*=(())
* operator/=(())
* operator-()
* operator+()
* operator-()
* operator*()
* operator/()
* operator*
* sZero()
* sIdentity()

CollisionGroup
+ cInvalidGroup
+ cInvalidSubGroup
+ CollisionGroup()
+ CollisionGroup()
+ SetGroupFilter()
+ GetGroupFilter()
+ SetGroupID()
+ GetGroupID()
+ SetSubGroupID()
+ GetSubGroupID()
+ CanCollide()
+ SaveBinaryState()
+ RestoreBinaryState()

MassProperties
+ mMass
+ DecomposePrincipalMomentsOfInertia()
+ SetMassAndInertiaOfSolidBox()
+ ScaleToMass()
+ Rotate()
+ Translate()
+ Scale()
+ SaveBinaryState()
+ RestoreBinaryState()
+ sGetEquivalentSolidBoxSize()

Vec3
+ mValue
+ mF32
+ @15
+ sUnitSphere
+ Vec3()
+ Vec3()
+ operator=()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ GetX()
+ GetY()
+ GetZ()
and 50 more...
+ sZero()
+ sNaN()
+ sAxisX()
+ sAxisY()
+ sAxisZ()
+ sReplicate()
+ sLoadFloat3Unsafe()
+ sMin()
+ sMax()
+ sClamp()
and 13 more...

BodyCreationSettings
+ mUserData
+ mObjectLayer
+ mMotionType
+ mAllowedDOFs
+ mAllowDynamicOrKinematic
+ mIsSensor
+ mSensorDetectsStatic
+ mUseManifoldReduction
+ mApplyGyroscopicForce
+ mMotionQuality
+ mAllowSleeping
+ mFriction
and 8 more...
+ BodyCreationSettings()
+ BodyCreationSettings()
+ BodyCreationSettings()
+ GetShapeSettings()
+ SetShapeSettings()
+ ConvertShapeSettings()
+ GetShape()
+ SetShape()
+ HasMassProperties()
+ GetMassProperties()
+ SaveBinaryState()
+ RestoreBinaryState()
+ SaveWithChildren()
+ sRestoreWithChildren()
* mObjectLayer
* mMotionType
* mAllowedDOFs
* mAllowDynamicOrKinematic
* mIsSensor
* mSensorDetectsStatic
* mUseManifoldReduction
* mApplyGyroscopicForce
* mMotionQuality
* mAllowSleeping
* mFriction
and 8 more...
* mOverrideMassProperties
* mInertiaMultiplier
* mShape
* mShapePtr

Ref< TwoBodyConstraintSettings >
+ Ref()
+ Ref()
+ Ref()
+ Ref()
+ ~Ref()
+ operator=()
+ operator=()
+ operator=()
+ operator TwoBodyConstraintSettings *()
+ operator->()
and 7 more...

RagdollSettings::Part

