## 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() PhysicsStepListener + GetNumPositionStepsOverride() and 10 more... + ~PhysicsStepListener() + IsActive() + OnStep() + SetupVelocityConstraint() + WarmStartVelocityConstraint() + SolveVelocityConstraint() + SolvePositionConstraint() # ToConstraintSettings() \* IsActive() \* SetupVelocityConstraint() \* WarmStartVelocityConstraint() \* SolveVelocityConstraint() \* SolvePositionConstraint() VehicleConstraint + VehicleConstraint() + ~VehicleConstraint() + GetSubType() + SetMaxPitchRollAngle() + SetVehicleCollisionTester() + SetCombineFriction() + GetCombineFriction() + GetPreStepCallback() + SetPreStepCallback()

+ GetPostCollideCallback()

and 31 more...