MotionProperties

+ cInactiveIndex

+ GetMotionQuality()
+ GetAllowedDOFs()
+ GetAllowSleeping()
+ GetLinearVelocity()
+ SetLinearVelocity()
+ SetLinearVelocityClamped()
+ GetAngularVelocity()
+ SetAngularVelocity()
+ SetAngularVelocityClamped()
+ MoveKinematic()
  and 39 more...
+ GetMaxLinearVelocity()
+ SetMaxLinearVelocity()
+ GetMaxAngularVelocity()
+ SetMaxAngularVelocity()
+ AddLinearVelocityStep()
+ SubLinearVelocityStep()
+ AddAngularVelocityStep()
+ SubAngularVelocityStep()
* GetMaxLinearVelocity()
* SetMaxLinearVelocity()
* GetMaxAngularVelocity()
* SetMaxAngularVelocity()
* AddLinearVelocityStep()
* SubLinearVelocityStep()
* AddAngularVelocityStep()
* SubAngularVelocityStep()

SoftBodyMotionProperties

+ Initialize()
+ GetSettings()
+ GetVertices()
+ GetVertices()
+ GetVertex()
+ GetVertex()
+ GetMaterials()
+ GetFaces()
+ GetFace()
+ GetNumIterations()
  and 14 more...