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() + 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() HingeConstraint + HingeConstraint() + GetSubType() + NotifyShapeChanged() + SetupVelocityConstraint() + WarmStartVelocityConstraint() + SolveVelocityConstraint() + SolvePositionConstraint()

- + SaveState()
- + RestoreState()
- + GetConstraintSettings() and 20 more...
- * mLocalSpacePosition1
- * mLocalSpacePosition2
- * mLocalSpaceHingeAxis1
- * mLocalSpaceHingeAxis2
- * mLocalSpaceNormalAxis1
- * mLocalSpaceNormalAxis2
- * mInvInitialOrientation
- * mHasLimits

and 20 more...

* mLimitsMin* mLimitsMax