LargeIslandSplitter::Split
+ mContactBufferBegin
+ mContactBufferEnd
+ mConstraintBufferBegin
+ mConstraintBufferEnd
+ GetNumContacts()
+ GetNumConstraints()
+ GetNumItems()

atomic< uint64 >

atomic< uint >

+mSplits   +mStatus   +mItemsProcessed

LargeIslandSplitter::Splits
+ mIslandIndex
+ mNumSplits
+ mNumIterations
+ mNumVelocitySteps
+ mNumPositionSteps
+ GetNumSplits()
+ GetConstraintsInSplit()
+ GetContactsInSplit()
+ ResetStatus()
+ StartFirstBatch()
+ FetchNextBatch()
+ MarkBatchProcessed()
+ sGetIteration()
+ sGetSplit()
+ sGetItem()