

RefTarget< VehicleController >
mRefCount
cEmbedded
+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()

NonCopyable
+ NonCopyable()
+ NonCopyable()
+ operator=()

VehicleController
mConstraint
+ VehicleController()
+ ~VehicleController()
ConstructWheel()
AllowSleep()
PreCollide()
PostCollide()
SolveLongitudinalAndLateral Constraints()
SaveState()
RestoreState()

TrackedVehicleController
mForwardInput
mLeftRatio
mRightRatio
mBrakeInput
mEngine
mTransmission
mTracks
+ TrackedVehicleController()
+ SetDriverInput()
+ SetForwardInput()
+ GetForwardInput()
+ SetLeftRatio()
+ GetLeftRatio()
+ SetRightRatio()
+ GetRightRatio()
+ SetBrakeInput()
+ GetBrakeInput()
and 6 more...
SyncLeftRightTracks()
ConstructWheel()
AllowSleep()
PreCollide()
PostCollide()
SolveLongitudinalAndLateral Constraints()
SaveState()
RestoreState()

WheeledVehicleController
mForwardInput
mRightInput
mBrakeInput
mHandBrakeInput
mEngine
mTransmission
mDifferentials
mDifferentialLimitedSlip Ratio
mPreviousDeltaTime
+ WheeledVehicleController()
+ SetDriverInput()
+ SetForwardInput()
+ GetForwardInput()
+ SetRightInput()
+ GetRightInput()
+ SetBrakeInput()
+ GetBrakeInput()
+ SetHandBrakeInput()
+ GetHandBrakeInput()
and 9 more...
ConstructWheel()
AllowSleep()
PreCollide()
PostCollide()
SolveLongitudinalAndLateral Constraints()
SaveState()
RestoreState()

MotorcycleController
mEnableLeanController
mEnableLeanSteeringLimit
mMaxLeanAngle
mLeanSpringConstant
mLeanSpringDamping
mLeanSpringIntegrationCoefficient
mLeanSpringIntegrationCoefficient Decay
mLeanSmoothingFactor
mTargetLean
mLeanSpringIntegratedDelta Angle
mAppliedImpulse
+ MotorcycleController()
+ GetWheelBase()
+ EnableLeanController()
+ IsLeanControllerEnabled()
+ EnableLeanSteeringLimit()
+ IsLeanSteeringLimitEnabled()
+ SetLeanSpringConstant()
+ GetLeanSpringConstant()
+ SetLeanSpringDamping()
+ GetLeanSpringDamping()
and 6 more...
PreCollide()
SolveLongitudinalAndLateral Constraints()
SaveState()
RestoreState()