

- + GetBody2()
- + GetConstraintToBody1Matrix() + GetConstraintToBody2Matrix()
- + BuildIslands()
- + BuildIslandSplits()

## **PathConstraint**

- + PathConstraint()
- + GetSubType()
- + NotifyShapeChanged()
- + SetupVelocityConstraint()
- + WarmStartVelocityConstraint() + SolveVelocityConstraint()
- + SolvePositionConstraint()
- + SaveState()
- + RestoreState()
- + IsActive()
- and 16 more...
- \* mPath
- \* mPathToBody1 \* mPathToBody2
- \* mRotationConstraintType
- \* mMaxFrictionForce
- \* mPositionMotorSettings
- \* mPositionMotorState
- \* mTargetVelocity
- \* mTargetPathFraction
- \* mR1 and 18 more...