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