## RotationEulerConstraintPart

+ CalculateConstraintProperties()

+ Deactivate()

+ IsActive()

+ WarmStart()

+ SolveVelocityConstraint()

+ SolvePositionConstraint()

+ sGetInvInitialOrientation() + sGetInvInitialOrientationXY() + sGetInvInitialOrientationXZ()

+ GetTotalLambda()

+ SaveState() + RestoreState()