```
delta w
                            delta x
                          m_scratch
btAlignedObjectArray
    < btScalar >
                              ell
                              Dell
btAlignedObjectArray
                             state
      < bool >
                                          btDantzigScratchMemory
btAlignedObjectArray
       < int >
                             Arows
btAlignedObjectArray
    < btScalar *>
```