

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

SerializableObject
+ ~SerializableObject()

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

GroupFilter
+ ~GroupFilter() + CanCollide() + SaveBinaryState() + sRestoreFromBinaryState() # RestoreBinaryState()

GroupFilterTable
+ GroupFilterTable() + GroupFilterTable() + DisableCollision() + EnableCollision() + IsCollisionEnabled() + CanCollide() + SaveBinaryState() # RestoreBinaryState()

