

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

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

Ragdoll
+ Ragdoll()
+ ~Ragdoll()
+ AddToPhysicsSystem()
+ RemoveFromPhysicsSystem()
+ Activate()
+ IsActive()
+ SetGroupID()
+ SetPose()
+ SetPose()
+ GetPose()
and 17 more...

