#mRefCount

RefTarget < PhysicsScene >

cEmbedded

- + RefTarget()
- + RefTarget()
- + ~RefTarget()
- + SetEmbedded()
- + operator=()
- + GetRefCount()
- + AddRef()
- + Release()
- + sInternalGetRefCountOffset()



PhysicsScene

- + cFixedToWorld
- + AddBody()
- + AddConstraint()
- + AddSoftBody()
- + GetNumBodies()
- + GetBodies()
- + GetBodies()
- + GetNumConstraints()
- + GetConstraints()
- + GetConstraints()
- + GetNumSoftBodies() and 6 more...
- + sRestoreFromBinaryState()