RefTarget< SkeletalAnimation >

mRefCount
cEmbedded

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

SkeletalAnimation

+ GetDuration()
+ ScaleJoints()
+ Sample()
+ GetAnimatedJoints()
+ GetAnimatedJoints()