```
RefTarget < SkeletonMapper >
# mRefCount
# cEmbedded
+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()
       SkeletonMapper
 + Initialize()
 + LockTranslations()
 + LockAllTranslations()
 + Map()
 + MapReverse()
 + GetMappedJointIdx()
 + IsJointTranslationLocked()
```

+ GetMappings()+ GetMappings()+ GetChains()+ GetUnmapped()+ GetUnmapped()

* GetMappings()* GetMappings()* GetChains()* GetChains()* GetUnmapped()* GetUnmapped()

+ GetLockedTranslations()+ GetLockedTranslations()+ sDefaultCanMaploint()

* GetLockedTranslations()* GetLockedTranslations()