

atomic< uint32 >

#mRefCount

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

Ref< Skeleton >
+ Ref()
+ Ref()
+ Ref()
+ Ref()
+ ~Ref()
+ operator=()
+ operator=()
+ operator=()
+ operator Skeleton *()
+ operator->()
and 7 more...

+mSkeleton

RagdollSettings
+ mParts
+ mAdditionalConstraints
+ Stabilize()
+ DisableParentChildCollisions()
+ SaveBinaryState()
+ CreateRagdoll()
+ GetSkeleton()
+ GetSkeleton()
+ CalculateBodyIndexToConstraintIndex()
+ GetBodyIndexToConstraintIndex()
+ GetConstraintIndexForBodyIndex()
+ CalculateConstraintIndexToBodyIdxPair()
+ GetConstraintIndexToBodyIdxPair()
+ GetBodyIndicesForConstraintIndex()
+ sRestoreFromBinaryState()