```
RefTarget < PhysicsScene >
# mRefCount
# 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()
```