```
RefTarget < Skeleton >
# mRefCount
# cEmbedded
+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()
           Skeleton
+ GetJointIndex()
+ CalculateParentJointIndices()
+ ArejointsCorrectlyOrdered()
+ SaveBinaryState()
+ GetJoints()
+ GetJoints()
+ GetJointCount()
+ Getloint()
+ Getloint()
+ AddJoint()
+ AddJoint()
+ sRestoreFromBinaryState()
* Getloints()
* Getloints()
* GetJointCount()
* GetJoint()
* GetJoint()
 AddJoint()
* AddJoint()
```