atomic< uint32 > #mRefCount

RefTarget < SoftBodyShared Settings >

cEmbedded

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



SoftBodySharedSettings

- + mVertices
- + mFaces
- + mEdgeConstraints
- + mEdgeGroupEndIndices
- + mVolumeConstraints
- + mMaterials
- + CalculateEdgeLengths()
- + CalculateVolumeConstraint Volumes()
- + Optimize()
- + Optimize()
- + SaveBinaryState()
- + RestoreBinaryState()
- + SaveWithMaterials()
- + AddFace()
- + GetEdgeGroupSize()
- + sRestoreWithMaterials()