

| RefTarget< Geometry > |
|--------------------------------|
| # mRefCount |
| # cEmbedded |
| + RefTarget() |
| + RefTarget() |
| + ~RefTarget() |
| + SetEmbedded() |
| + operator=() |
| + GetRefCount() |
| + AddRef() |
| + Release() |
| + sInternalGetRefCountOffset() |



| DebugRenderer::Geometry |
|-------------------------|
| + mLODs |
| + mBounds |
| + Geometry() |
| + Geometry() |