```
Mat44
+ Mat44()
+ Mat44()
+ Mat44()
+ Mat44()
+ operator=()
+ Mat44()
+ operator()()
+ operator()()
+ operator==()
+ operator!=()
  and 51 more...
+ sZero()
+ sldentity()
+ sNaN()
+ sLoadFloat4x4()
+ sLoadFloat4x4Aligned()
+ sRotationX()
+ sRotationY()
+ sRotationZ()
+ sRotation()
+ sRotation()
  and 10 more...
             +mloint1To2
             +mloint2To1
```

SkeletonMapper::Mapping
+ mJointIdx1
+ mJointIdx2
+ Mapping()
+ Mapping()