

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SetPositionCharacterController {
        - m_myCharacterController
        - m_hight
        + SetCharacterCore()
    }
    SetPositionCharacterController --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments below the name. Below it is a box for 'SetPositionCharacterController' with three compartments. The top compartment contains the class name. The middle compartment contains two private attributes: '- m_myCharacterController' and '- m_hight'. The bottom compartment contains one public method: '+ SetCharacterCore()'. A blue arrow with an open triangle head points from the 'SetPositionCharacterController' box up to the 'MonoBehaviour' box, indicating inheritance.

SetPositionCharacterController

- m_myCharacterController
- m_hight
- + SetCharacterCore()