

CPlayer::Init



```
graph LR; A[CPlayer::Init] --> B[CCharacter::FootStepCollision Setting];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'CPlayer::Init'. The right box is gray with a black border and contains the text 'CCharacter::FootStepCollision Setting' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

CCharacter::FootStepCollision
Setting