

CEventPlayer::Init



```
graph LR; A[CEventPlayer::Init] --> B[CEventCharacter::FootStepCollisionSetting]
```

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 'CEventPlayer::Init'. The right box is gray with a black border and contains the text 'CEventCharacter::FootStepCollisionSetting'. A dark blue arrow points from the right side of the left box to the left side of the right box.

CEventCharacter::FootStep  
CollisionSetting