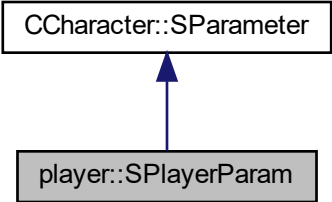


CCharacter::SParameter



```
classDiagram
    class CCharacter_SParameter["CCharacter::SParameter"]
    class player_SPlayerParam["player::SPlayerParam"]
    player_SPlayerParam --|> CCharacter_SParameter
```

player::SPlayerParam