RefTarget< CharacterBase >

mRefCount
cEmbedded

+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()

NonCopyable

+ NonCopyable()
+ NonCopyable()
+ operator=()

CharacterBase

+ CharacterBase()
+ ~CharacterBase()
+ SetMaxSlopeAngle()
+ GetCosMaxSlopeAngle()
+ SetUp()
+ GetUp()
+ IsSlopeTooSteep()
+ GetShape()
+ sToString()
* mSystem
* mShape
* mUp
* mSupportingVolume
* mCosMaxSlopeAngle
* mGroundState
* mGroundBodyID
* mGroundBodySubShapeID
* mGroundPosition
* mGroundNormal
  and 15 more...

Character

+ Character()
+ ~Character()
+ AddToPhysicsSystem()
+ RemoveFromPhysicsSystem()
+ Activate()
+ PostSimulation()
+ SetLinearAndAngularVelocity()
+ GetLinearVelocity()
+ SetLinearVelocity()
+ AddLinearVelocity()
  and 13 more...

CharacterVirtual

+ CharacterVirtual()
+ SetListener()
+ GetListener()
+ GetLinearVelocity()
+ SetLinearVelocity()
+ GetPosition()
+ SetPosition()
+ GetRotation()
+ SetRotation()
+ GetWorldTransform()
  and 28 more...