## RefTarget < CharacterBase > # mRefCount # cEmbedded + RefTarget() NonCopyable + RefTarget() + ~RefTarget() + NonCopyable() + SetEmbedded() + NonCopyable() + operator=() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() 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...