NonCopyable atomic< uint32 > + NonCopyable() + NonCopyable() + operator=() #mRefCount RefTarget < VehicleController LinearCurve Settings > + mPoints # cEmbedded + Clear() + RefTarget() + Reserve() + RefTarget() SerializableObject + AddPoint() + ~RefTarget() + Sort() + SetEmbedded() + ~SerializableObject() + GetMinX() + operator=() + GetMaxX() + GetRefCount() + GetValue() + AddRef() + SaveBinaryState() + Release() + RestoreBinaryState() + sInternalGetRefCountOffset() +mNormalizedTorque VehicleTransmissionSettings mMode VehicleEngineSettings VehicleTrackSettings mGearRatios + mMaxTorque + mDrivenWheel mReverseGearRatios VehicleControllerSettings + mMinRPM + mWheels mSwitchTime + mMaxRPM + mInertia mClutchReleaseTime + SaveBinaryState() + mInertia + mAngularDamping mSwitchLatency + RestoreBinaryState() + mAngularDamping + mMaxBrakeTorque mShiftUpRPM + ConstructController() + VehicleEngineSettings() + mDifferentialRatio mShiftDownRPM + SaveBinaryState() + SaveBinaryState() mClutchStrength + RestoreBinaryState() + RestoreBinaryState() SaveBinaryState() RestoreBinaryState() +mEngine +mTransmission +mTracks TrackedVehicleController Settings + TrackedVehicleController Settings() + ConstructController() + SaveBinaryState()

+ RestoreBinaryState()