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... CharacterVirtual + CharacterVirtual() + SetListener() + GetListener() + GetLinearVelocity() + SetLinearVelocity() + GetPosition()

+ SetPosition()+ GetRotation()+ SetRotation()

+ GetWorldTransform() and 28 more...