## NonCopyable + NonCopyable() + NonCopyable() + operator=() RefTarget < VehicleController Settings > # mRefCount # cEmbedded + RefTarget() + RefTarget() SerializableObject + ~RefTarget() + SetEmbedded() + ~SerializableObject() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() VehicleControllerSettings + SaveBinaryState() + RestoreBinaryState() + ConstructController() WheeledVehicleController Settings + mEngine + mTransmission + mDifferentials + mDifferentialLimitedSlip Ratio + ConstructController() + SaveBinaryState() + RestoreBinaryState() MotorcycleControllerSettings + mMaxLeanAngle + mLeanSpringConstant + mLeanSpringDamping + mLeanSpringIntegrationCoefficient

+ mLeanSpringIntegrationCoefficient

+ mLeanSmoothingFactor+ ConstructController()+ SaveBinaryState()+ RestoreBinaryState()

Decay