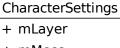
## RefTarget < CharacterBase Settings > # mRefCount # cEmbedded + RefTarget() + RefTarget() + ~RefTarget() + SetEmbedded() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() CharacterBaseSettings + mUp + mSupportingVolume + mMaxSlopeAngle + mShape + CharacterBaseSettings() + CharacterBaseSettings() + operator=() + ~CharacterBaseSettings()



- + mMass
- + mFriction
- + mGravityFactor

## CharacterVirtualSettings

- + mMass
- + mMaxStrength+ mShapeOffset
- + mBackFaceMode
- + mPredictiveContactDistance
- + mMaxCollisionIterations
- + mMaxConstraintIterations
- + mMinTimeRemaining
  - i illimilitimenemaning
- + mCollisionTolerance+ mCharacterPadding
- + mMaxNumHits
- + mHitReductionCosMaxAngle
- + mPenetrationRecoverySpeed
- \* mBackFaceMode
- \* mPredictiveContactDistance
- \* mMaxCollisionIterations
- TillingxCollisioniterations
- \* mMaxConstraintIterations
- \* mMinTimeRemaining\* mCollisionTolerance
- \* mCharacterPadding
- \* mMaxNumHits
- \* mHitReductionCosMaxAngle
- \* mPenetrationRecoverySpeed