## NonCopyable + NonCopyable() + NonCopyable() + operator=() RefTarget < VehicleController Settings > # mRefCount # cEmbedded + RefTarget() + RefTarget() SerializableObject + ~RefTarget() + SetEmbedded() + ~SerializableObject() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() VehicleControllerSettings + SaveBinaryState() + RestoreBinaryState() + ConstructController()

## TrackedVehicleController Settings

- + mEngine
- + mTransmission
- + mTracks
- + TrackedVehicleController Settings()
- + ConstructController()
- + SaveBinaryState()
- + RestoreBinaryState()

## WheeledVehicleController Settings

- + mEngine
- + mTransmission
- + mDifferentials
- + mDifferentialLimitedSlip Ratio
- + ConstructController()
- + SaveBinaryState()
- + RestoreBinaryState()

## MotorcycleControllerSettings

- + mMaxLeanAngle
- + mLeanSpringConstant
- + mLeanSpringDamping
- + mLeanSpringIntegrationCoefficient
- + mLeanSpringIntegrationCoefficient Decay
- + mLeanSmoothingFactor
- + ConstructController()
- + SaveBinaryState()
- + RestoreBinaryState()