**atomic< uint32 >**

#mRefCount

**RefTarget< CharacterBase Settings >**

# cEmbedded

+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()

**Vec3**

+ mValue
+ mF32
+ @15
+ sUnitSphere

+ Vec3()
+ Vec3()
+ operator=()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ GetX()
+ GetY()
+ GetZ()
  and 50 more...
+ sZero()
+ sNaN()
+ sAxisX()
+ sAxisY()
+ sAxisZ()
+ sReplicate()
+ sLoadFloat3Unsafe()
+ sMin()
+ sMax()
+ sClamp()
  and 13 more...

**Plane**

+ Plane()
+ Plane()
+ Plane()
+ GetNormal()
+ SetNormal()
+ GetConstant()
+ SetConstant()
+ Offset()
+ GetTransformed()
+ SignedDistance()
+ sFromPointAndNormal()
+ sFromPointAndNormal()
+ sFromPointsCCW()
+ sIntersectPlanes()

**RefConst< Shape >**

+ RefConst()
+ RefConst()
+ RefConst()
+ RefConst()
+ RefConst()
+ RefConst()
+ ~RefConst()
+ operator=()
+ operator=()
+ operator=()
  and 13 more...

+mUp    +mSupportingVolume    +mShape

**CharacterBaseSettings**

+ mMaxSlopeAngle

+ CharacterBaseSettings()
+ CharacterBaseSettings()
+ operator=()
+ ~CharacterBaseSettings()