## RefTarget< CharacterBase Settings >

- # mRefCount
- # cEmbedded
- + RefTarget()
- + RefTarget()
- + ~RefTarget()
- + SetEmbedded()
- + operator=()
- + GetRefCount()
- + AddRef() + Release()
- + sInternalGetRefCountOffset()



## CharacterBaseSettings

- + mUp
- + mSupportingVolume
- + mMaxSlopeAngle
- + mShape
- + CharacterBaseSettings()
- + CharacterBaseSettings()
- + operator=()
- + ~CharacterBaseSettings()



## CharacterSettings

- + mLayer
- + mMass
- + mFriction
- + mGravityFactor