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

+ mShape

+ operator=()

+ mMaxStrength+ mShapeOffset+ mBackFaceMode

+ mMass

+ CharacterBaseSettings()+ CharacterBaseSettings()

+ ~CharacterBaseSettings()

CharacterVirtualSettings

+ mPredictiveContactDistance
+ mMaxCollisionIterations
+ mMaxConstraintIterations
+ mMinTimeRemaining
+ mCollisionTolerance
+ mCharacterPadding
+ mMaxNumHits

+ mHitReductionCosMaxAngle+ mPenetrationRecoverySpeed

* mPredictiveContactDistance
* mMaxCollisionIterations
* mMaxConstraintIterations
* mMinTimeRemaining
* mCollisionTolerance
* mCharacterPadding
* mMaxNumHits

mHitReductionCosMaxAngle mPenetrationRecoverySpeed

* mBackFaceMode