

EndAnimationCheckerState.
Check

```
graph LR; A[EndAnimationCheckerState.  
Check] --> B[EndAnimationCheckerState.  
GetAnimator]; A --> C[EndAnimationCheckerState.  
SetTransition];
```

The diagram illustrates a branching structure. A central gray box on the left, labeled 'EndAnimationCheckerState. Check', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'EndAnimationCheckerState. GetAnimator'. The bottom arrow points to a white box labeled 'EndAnimationCheckerState. SetTransition'.

EndAnimationCheckerState.
GetAnimator

EndAnimationCheckerState.
SetTransition