AnimatorStateMachine ::ActionStateBase StateMachine - m stateName + Initialize() + OnEnter() + OnExit() + OnUpdate() + OnFixedUpdate() ActionState Base + Core m isRootMotion + Initialize() + OnEnter()

CharacterCore.ActionState_Dead

- m_arborFSM

Initialize()

- m_knockBackPower
- + OnEnter()
- + OnFixedUpdate()