```
AnimatorStateMachine
::ActionStateBase
+  StateMachine
-  m_stateName
+  Initialize()
+  OnEnter()
+  OnExit()
+  OnUpdate()
+  OnFixedUpdate()
```

```
ActionState_Base
+ Core
- m_isRootMotion
+ Initialize()
+ OnEnter()
```

```
CharacterCore.ActionState
_HoldItem
-  m_holdItemInstance
-  m_isEat
+  OnEnter()
+  OnUpdate()
+  OnFixedUpdate()
+  OnExit()
```