## FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour GetCustomerData() SetTransition()

StateBehaviour

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GetRootGameObject()