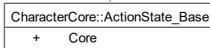
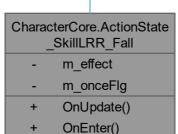
AnimatorStateMachine ::ActionStateBase + StateMachine - m_stateName + Initialize() + OnEnter() + OnExit() + OnUpdate() + OnFixedUpdate()



- m_isRootMotion
 - + Initialize()
 - + OnEnter()



OnExit()