AnimatorStateMachine ::ActionStateBase
+ StateMachine
- m_stateName
+ Initialize()
+ OnEnter()
+ OnExit()
+ OnUpdate()
+ OnFixedUpdate()
ActionState_Base + Core - m_isRootMotion + Initialize() + OnEnter()
CharacterCore.ActionStat _Rolling
+ OnEnter()
+ OnUpdate()

OnFixedUpdate()

OnExit()