

EndAnimationCheckerState.
Check

```
graph LR; A[EndAnimationCheckerState.  
Check] --> B[EndAnimationCheckerState.  
GetAnimator]; A --> C[EndAnimationCheckerState.  
SetTransition];
```

The diagram illustrates a branching structure. A gray rectangular box on the left contains the text 'EndAnimationCheckerState.' followed by 'Check' on a new line. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'EndAnimationCheckerState.' followed by 'GetAnimator' on a new line. The bottom arrow points to another white rectangular box containing 'EndAnimationCheckerState.' followed by 'SetTransition' on a new line.

EndAnimationCheckerState.
GetAnimator

EndAnimationCheckerState.
SetTransition