## FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() StateBehaviour + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour GetCustomerData() # # SetTransition() # GetRootGameObject() AppearEffectCustomer - m appearEffectAssetRef - m appearEffect

- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Start()
- OnLoadVisualEffect()