

MonoBehaviour



AttackApplicant

- m\_hitStopTime
- m\_attack
- m\_knockBackMultiplier
- m\_assetHitEffect
- m\_doFriendlyFire
- m\_doMultiHit
- m\_recoverBPMagni
- m\_condition
- m\_ownerInfoTag
- m\_hittedColliders
- Start()
- AddCondition()