MonoBehaviour **PlayerParameters** + m\_rollingPow + m rollingAnimeSpeed + m putItemInfo + m ableGatheringItem + m\_holdTrans + m throwPower + m mouseThrowAim + m handTrans + m throwAimCamera + m playerfollowCamera + m isVanishWeapon + m skillPrefab + m spellEffect + m obserbRSkill + SearchEnemyDist + SpeedStick

+ UseSkillRFlg

+ PlayerRestartPosition+ PlayerRestartForward

m serchEnemyDist

m\_vanishWeaponEventm\_appearWeaponEventm\_appearEventTime

m\_actionUIControllerm\_playerRestartPositionm\_playerRestartForward

m actionItemWindowController

m\_speedStickm\_useSkillRFlg

m eventTime

+ SetPutItemInfo()+ StartVanishWeapon()+ UpdateVanishWeapon()

+ AppearWeapon()+ HideWeapon()

+ AddActionUIState()+ RemoveActionUIState()

+ ActionItemWindowController