

AnimatorEvents::EventNodeBase

```
classDiagram
    class AnimatorEvents_EventNodeBase {
    }
    class AnimatorEventCreateObject {
        # m_doDeleteOnExitState
        # m_object
        # m_parent
        # m_createdInstance
        + OnEvent()
        + OnExit()
    }
    AnimatorEventCreateObject --|> AnimatorEvents_EventNodeBase
```

AnimatorEventCreateObject
InParent

m_doDeleteOnExitState

m_object

m_parent

m_createdInstance

+ OnEvent()

+ OnExit()