AnimatorStateMachine 4 6 1 ::ActionStateBase StateMachine m stateName + Initialize() + OnEnter() + OnExit() + OnUpdate() + OnFixedUpdate() ActionState Base + Core - m isRootMotion + Initialize() + OnEnter() CharacterCore.ActionState IdleAndMove - m speedStick - m isRun - m moveSound + OnEnter() + OnExit() + OnUpdate() + OnFixedUpdate() + CheckStorySkill() PlayerUpdate() ManagementScenePlayerUpdate() SearchGatheringItem() CheckPlayerDistance() UpdateStamina()

UpdateBP()