

AnimatorEvents::EventNodeBase

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

AnimatorEventCreateObject

- m_doDeleteOnExitState
- m_object
- m_createdInstance

+ OnEvent()

+ OnExit()