AnimatorStateMachine ::ActionStateBase + StateMachine

- m_stateName
- + Initialize() + OnEnter()
- + OnExit()
- + OnUpdate()
- + OnFixedUpdate()



CharacterCore::ActionState Base

- m isRootMotion

Core

- 11_131 (0011/10110
- + Initialize()

+



CharacterCore.ActionState SkillLRR Idle

- m_targetPos
- + OnUpdate()
- + OnFixedUpdate()
- RotateToTargetEnemy()
- GetNearestEnemyVector()
- SearchTarget()