FlexibleField< StaffData Variable > FlexibleStaffDataVariable + FlexibleStaffDataVariable() + FlexibleStaffDataVariable() + FlexibleStaffDataVariable() + FlexibleStaffDataVariable() + operator StaffDataVariable() + operator FlexibleStaffData Variable() #m flexibleStaffDataVariable BaseStaffStateBehaviour # GetRootGameObject()

StateBehaviour

GetStaffData() # SetTransition()