| MonoBehaviour |
|------------------------|
| |
| |
| |
| PlayerParameters |
| + m_rollingPow |
| + m_rollingAnimeSpeed |
| + m_putItemInfo |
| + m_ableGatheringItem |
| + m_holdTrans |
| + m_throwPower |
| + m_mouseThrowAim |
| + m_handTrans |
| + m_throwAimCamera |
| + m_playerfollowCamera |
| + m_skillPrefab |
| + m_spellEffect |
| + m_isVanishWeapon |
| + SearchEnemyDist |
| + SpeedStick |
| + StorySkill1_ID |
| + StorySkill2_ID |
| + ObserbSkill1 |
| + ObserbSkill2 |
| + UseSkill1Flg |
| + UseSkill2Flg |
| + TriggerStorySkill_1 |
| + TriggerStorySkill_2 |

+ CastTimeProgress + PlayerRestartPosition + PlayerRestartForward

+ ActionItemWindowController

m serchEnemyDist

m_triggerStorySkill_1 m_triggerStorySkill_2 3 0 3 0 4 E ... + SetPutItemInfo() + StartVanishWeapon() + UpdateVanishWeapon()

+ AppearWeapon() + HideWeapon() + AddActionUIState() + RemoveActionUIState() + AddAnyActionUIState() + RemoveAnyActionUIState()

m_speedStick m_storySkill1_ID m_storySkill2_ID m_obserbSkill1 m_obserbSkill2 m_useSkill1Flg m_useSkill2Flg