ICharacterController MonoBehaviour AnyActionInfo > OnAfterDeserialize() OnBeforeSerialize() -m_actionInfoList MyCharacterController + Motor + MaxStableMoveSpeed + StableMovementSharpness + OrientationSharpness + RotationObstruction + Gravity + MeshRoot + CharacterAnimator + ForwardAxisSharpness + TurnAxisSharpness + m_moveVec + IsRootMotion + MoveSpeed + MoveVec + LookVector + SpeedRate PathFinding - m_tagList + DesiredVelocity - m_isRootMotion + RemainingDistance - m_moveSpeed + Destination AnyActionUIController - m_lookVector + IsArrived - _internalVelocityAdd - m_anyActionUI - m_agent - m_anyActionUIText - m_speedRate - m_myTransform _rootMotionPositionDelta - m_nowActionState + Stop() + ChangeStateUI() _rootMotionRotationDelta + SetDestination() _targetForwardAxis - ChangeNowStateUI() - Awake() _targetRightAxis - Start() - _forwardAxis - Update() _rightAxis - UpdateAsync() + BeforeCharacterUpdate() + UpdateRotation() + UpdateVelocity() + AfterCharacterUpdate() + IsColliderValidForCollisions() + OnGroundHit() + OnMovementHit() + PostGroundingUpdate() + AddVelocity() + ProcessHitStabilityReport() + OnDiscreteCollisionDetected() + Jump() + SetPositionMotor() + AddNoHitTag() - Start() - Update() FindParameter() AssignItemID + ItemTypeID + ItemID - m_itemTypeID - m_itemID -m_pathFinding -m_anyActionUIController - m_ingredientID - m_foodID + SetItemID() Awake() Start() PlayerSkillsParameters + m_playableDirector + GetStorySkill_ID + ObserveEffect + MoveLookTargetSpeed + DisappearTime + OffsetEfffect + RunDist + WalkDist + StartSkillPos ActionUIController + TargetPosition - m_state + AttackCount m_anyActionState - m_storySkill_ID - m_nowAnyActionDistance PlayerParameters.PutItemInfo + AddState() - m_observeEffect + m_itemTypeID - m_moveLookTargetSpeed +m_ableGatheringItem + RemoveState() + m_itemID - m_disapearTime + AddAnyActionState() + RemoveAnyActionState() - m_appearTimelineAsset + SwitchAnyAction() - m_disappearTimelineAsset Start() - m_offsetEffect - SwitchState() · m_runDist - m_walkDist - m_startSkillPos - m_targetPosition - m_attackCount + MinusStayStorySkillTime() + StorySkillAppear() + StorySkillDisappear() + SwitchPathfinding() + PathfindingStop() EnemyParameters + m_dropItemInfo + m_rig + IsBoss -m_actionUIController -m_charaCtrl m_isBoss +m_putItemInfo + DestroyEnemy() + DropItem() + NoHitPlayer() SetLayer() PlayerParameters + m_rollingAnimeSpeed + m_holdTrans + m_throwPower + m_mouseThrowAim + m_handTrans + m_throwAimCamera + m_playerfollowCamera + m_skillPrefab + m_spellEffect + m_obserbSkill1 CharacterCore.CharatcerStatus + m_obserbSkill2 + m_hp + m_isVanishWeapon + m_bp + SearchEnemyDist + m_bpRecoverSpeed + SpeedStick + m_bpSkill_1 + StorySkill1_ID + m_bpSkill_2 IInputProvider + StorySkill2_ID + LookVector + m_attack + UseSkill1Flg + MoveVector + m_knockBackDamage + UseSkill2Flg + AttackType + m_stamina + TriggerStorySkill_1 - DoDush + m_staminaSpeed IDamageable + TriggerStorySkill_2 Tweening | + m_rollingStaminaCost OnPressedDush + GroupNo + CastTimeProgress OnReleasedDush + m_dashStaminaCost +PlayerSkillsParameters +EnemyParameters + Damaged() + PlayerRestartPosition + MaxHP ► DoRolling + PlayerRestartForward + IsAttackable() + MaxBP SelectLeftItem + ActionItemWindowController SelectRightItem + MaxBPSkill_1 - m_serchEnemyDist - Useltem + MaxBPSkill_2 - m_speedStick 3 0 3 0 11 4 E ... + MaxStamina - m_storySkill1_ID - m_maxHP - m_storySkill2_ID - m_maxBP - m_useSkill1Flg - m_maxBPSkill_1 - m_useSkill2Flg m_maxBPSkill_2 - m_triggerStorySkill_1 - m_maxStamina - m_triggerStorySkill_2 - m_castTimeProgress - m_vanishWeaponEvent $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 4 & E \\ F & 6 \end{bmatrix} \dots$ + SetPutItemInfo() + StartVanishWeapon() + UpdateVanishWeapon() + AppearWeapon() + HideWeapon() + AddActionUIState() + RemoveActionUIState() + AddAnyActionUIState() + RemoveAnyActionUIState() -m_inputProvider\-m_seq -PlayerParameters -m_characterStat CharacterCore + m_animator + GroupNo + DoFriendlyFire + CharaCtrl + InputType + MoveType + HitStopRemainingTime m_groupNo - m_doFriendlyFire - m_inputType - m_moveType - m_renderer - m_material - m_walkSpeed - m_dushSpeed - m_dashEffect - m_speedChangeRate 3 0 3 0 9 4 E ... - PROPERTY_COLOR + EnemyResetPos() + Move() + SetMoveVec() + SetRotateToTarget() + SetStorySkillBP() + IsDoneTimeLine() - Awake() Start() Damaged() HitStop() - HitFadeBlink() +m_akazukin +m_hunter +m_oldWoman

SerializableDictionary

< ActionUIState, AnyActionUIController.

ChildrenMember
+ m_akazukinPosition
+ m_hunterPosition
+ m_oldWomanPosition
+ m_akazukinHigh
+ m_hunterHigh
+ m_oldWomanHigh
+ SetPosition()