```
AnimatorStateMachine
  ::ActionStateBase

+  StateMachine
-  m_stateName

+  Initialize()
+  OnEnter()
+  OnExit()
+  OnUpdate()
+  OnFixedUpdate()
```

△

```
ActionState_Base

+ Core
- m_isRootMotion

+ Initialize()
+ OnEnter()
```

△

```
CharacterCore.ActionState
         _UseItem

-  m_useItemInstance

+  OnEnter()
+  OnExit()
```