

StateBehaviour



```
classDiagram
    class StateBehaviour {
    }
    class WaitAnimation["Arbor.StateMachine.StateBehaviours.WaitAnimation"] {
        - m_animator
        - m_layerName
        - m_stateName
        - _NextState
        + OnStateBegin()
        + OnStateUpdate()
        - CheckTransition()
    }
    StateBehaviour <|-- WaitAnimation
```

Arbor.StateMachine.State  
Behaviours.WaitAnimation

- m\_animator
- m\_layerName
- m\_stateName
- \_NextState

- + OnStateBegin()
- + OnStateUpdate()
- CheckTransition()