StateBehaviour

BaseCustomerStateBehaviour

- # m flexibleCustomerDataVariable
- # GetCustomerData()
- # SetTransition()
- # GetRootGameObject()



AppearEffectCustomer

- m_appearEffectAssetRef
- m_appearEffect
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Start()
- OnLoadVisualEffect()