

StateBehaviour



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

Arbor.StateMachine.State
Behaviours.WaitAnimation

- m_animator
- m_layerName
- m_stateName
- _NextState

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