AnimatorStateMachine ::ActionStateBase + StateMachine - m_stateName + Initialize() + OnEnter() + OnExit()

+ OnUpdate()+ OnFixedUpdate()

CharacterCore::ActionState Base

+ Core

m_isRootMotion

+ Initialize()

+ OnEnter()



CharacterCore.ActionState_Fire

- m_rotateDegAngSpeed
- m_maxDelay
- m_maxAreaSize
 - m_delay
 - m_isSpin
 - m_startPos
- + OnEnter()
 - + OnFixedUpdate()
 - + OnExit()