StateBehaviour

BaseCustomerStateBehaviour

- # m_flexibleCustomerDataVariable
- # GetCustomerData()
- # SetTransition()
- # GetRootGameObject()

RemoveChairCustomer

- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Remove()
- Start()