

StateBehaviour

```
classDiagram
    class StateBehaviour {
    }
    class UsePutItem {
        - m_stateLink
        - m_targetTrans
        + OnStateBegin()
        - CreateConditionObject()
    }
    StateBehaviour <|-- UsePutItem
```

The diagram illustrates a class hierarchy. At the top is the 'StateBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the other two are empty. Below it is the 'UsePutItem' class, represented by a rectangle with four horizontal compartments. The top compartment contains the class name. The subsequent three compartments contain a list of attributes and methods: '- m_stateLink', '- m_targetTrans', '+ OnStateBegin()', and '- CreateConditionObject()'. A blue arrow with an open triangular head points from the 'UsePutItem' class up to the 'StateBehaviour' class, indicating that 'UsePutItem' inherits from 'StateBehaviour'.

UsePutItem

- m_stateLink
- m_targetTrans
- + OnStateBegin()
- CreateConditionObject()