SerializableDictionary < ActionUIState, AnyActionUIController. MonoBehaviour AnyActionInfo > list OnAfterDeserialize() OnBeforeSerialize() m actionInfoList AnyActionUIController - m anyActionUI - m anyActionUIText m nowActionState + ChangeStateUI() - ChangeNowStateUI() -m anyActionUIController ActionUIController

- m_state
- m_anyActionState
- m_nowAnyActionDistance
- + AddState()
- + RemoveState()
- + AddAnyActionState()
- + RemoveAnyActionState()
- + SwitchAnyAction()
- Start()
- SwitchState()