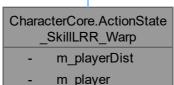
AnimatorStateMachine ::ActionStateBase + StateMachine - m_stateName + Initialize() + OnEnter() + OnExit() + OnUpdate() + OnFixedUpdate()



- m isRootMotion
- + Initialize()
- + OnEnter()



- + OnEnter()
 - + OnUpdate()
 - + OnExit()