SerializableDictionary < ActionUIState, AnyActionUIController. ICharacterController MonoBehaviour AnyActionInfo > OnAfterDeserialize() OnBeforeSerialize() -m actionInfoList MyCharacterController - Motor + MaxStableMoveSpeed + StableMovementSharpness + OrientationSharpness + RotationObstruction + Gravity + MeshRoot + CharacterAnimator + ForwardAxisSharpness + TurnAxisSharpness + m_moveVec + IsRootMotion + MoveSpeed + MoveVec + LookVector + SpeedRate PathFinding · m_tagList + DesiredVelocity · m_isRootMotion + RemainingDistance m_moveSpeed + Destination AnyActionUIController m_lookVector + IsArrived _internalVelocityAdd - m_anyActionUI - m_agent m_speedRate - m_anyActionUIText - m_myTransform _rootMotionPositionDelta - m_nowActionState + Stop() + ChangeStateUI() _rootMotionRotationDelta + SetDestination() _targetForwardAxis ChangeNowStateUI() - Awake() _targetRightAxis Start() _forwardAxis - Update() _rightAxis - UpdateAsync() + BeforeCharacterUpdate() + UpdateRotation() + UpdateVelocity() + AfterCharacterUpdate() + IsColliderValidForCollisions() + OnGroundHit() + OnMovementHit() + PostGroundingUpdate() + AddVelocity() + ProcessHitStabilityReport() + OnDiscreteCollisionDetected() + Jump() + SetPositionMotor() + AddNoHitTag() Start() - Update() · FindParameter() AssignItemID + ItemTypeID + ItemID · m_itemTypeID m_itemID -m_pathFinding -m_anyActionUIController · m_ingredientID · m_foodID + SetItemID() · Awake() Start() PlayerSkillsParameters + m_playableDirector + GetStorySkill_ID + ObserveEffect + MoveLookTargetSpeed + DisappearTime + OffsetEfffect + RunDist + WalkDist + StartSkillPos ActionUIController + TargetPosition - m_state + AttackCount m_anyActionState - m_storySkill_ID m_nowAnyActionDistance PlayerParameters.PutItemInfo + AddState() - m_observeEffect + m_itemTypeID RemoveState() - m_moveLookTargetSpeed +m_ableGatheringItem + m_itemID - m_disapearTime + AddAnyActionState() + RemoveAnyActionState() - m_appearTimelineAsset SwitchAnyAction() - m_disappearTimelineAsset - m_offsetEffect Start() - m_runDist SwitchState() - m_walkDist - m_startSkillPos - m_targetPosition - m_attackCount + MinusStayStorySkillTime() + StorySkillAppear() + StorySkillDisappear() + SwitchPathfinding() + PathfindingStop() EnemyParameters + m_dropItemInfo + m_rig + IsBoss + Arbor - m_isBoss -m_actionUIController -m_charaCtrl +m_putItemInfo - m_arborFSM + Awake() + DestroyEnemy() + DropItem() + NoHitPlayer() - SetLayer() PlayerParameters + m_rollingPow + m_rollingAnimeSpeed + m_holdTrans + m_throwPower + m_mouseThrowAim + m_handTrans + m_throwAimCamera + m_playerfollowCamera + m_skillPrefab + m_spellEffect + m_obserbSkill1 CharacterCore.CharatcerStatus + m_obserbSkill2 + m_hp + m_isVanishWeapon + m_bp + SearchEnemyDist + m_bpRecoverSpeed + SpeedStick + m_bpSkill_1 + StorySkill1_ID IInputProvider + m_bpSkill_2 + StorySkill2_ID + LookVector + m_attack + UseSkill1Flg + MoveVector + m_knockBackDamage + UseSkill2Flg + AttackType + m_stamina + TriggerStorySkill_1 + DoDush + m_staminaSpeed + TriggerStorySkill_2 **IDamageable** Tweening + OnPressedDush + m_rollingStaminaCost + GroupNo + CastTimeProgress + OnReleasedDush + m_dashStaminaCost +EnemyParameters +PlayerSkillsParameters + Damaged() + PlayerRestartPosition + DoRolling + MaxHP + IsAttackable() + PlayerRestartForward + MaxBP + SelectLeftItem + ActionItemWindowController + SelectRightItem + MaxBPSkill_1 - m_serchEnemyDist + MaxBPSkill 2 + Useltem - m_speedStick 3 0 3 0 11 4 E ... + MaxStamina - m_storySkill1_ID - m_maxHP - m_storySkill2_ID - m_maxBP - m_useSkill1Flg - m_maxBPSkill_1 - m_useSkill2Flg - m_maxBPSkill_2 - m_triggerStorySkill_1 - m_maxStamina - m_triggerStorySkill_2 - m_castTimeProgress - m_vanishWeaponEvent 3 0 3 0 6 F 6 ... + SetPutItemInfo() + StartVanishWeapon() + UpdateVanishWeapon() + AppearWeapon() + HideWeapon() + AddActionUIState() + RemoveActionUIState() + AddAnyActionUIState() + RemoveAnyActionUIState() -m_inputProvider\-m_seq -m_characterStat -PlayerParameters CharacterCore + m_animator + GroupNo + DoFriendlyFire + CharaCtrl + InputType + MoveType + HitStopRemainingTime + Status - m_groupNo - m_doFriendlyFire - m_inputType - m_moveType - m_renderer - m_material - m_walkSpeed - m_dushSpeed - m_dashEffect - m_speedChangeRate 3 0 3 0 9 4 E ... - PROPERTY_COLOR + EnemyResetPos() + Move() + SetMoveVec() + SetRotateToTarget() + SetStorySkillBP() + IsDoneTimeLine() - Awake() Start() - Damaged() · HitStop() - HitFadeBlink() _characterCore

PortalControll
- m_particleList
- m_objectList
- Start()
- Update()
- SetInitialize()
- CheckActive()