## StateBehaviour

## EndAnimationCheckerState

- m\_animationName

- m animator

- m\_successLinkm\_backAnimationHash
- m successAnimationHash
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
  + OnStateLateUpdate()
- GetAnimator()
- Check()
- SetTransition()
- Start()