

AnimatorEvents::EventNodeBase

```
classDiagram
    class AnimatorEvents_EventNodeBase {
    }
    class AnimEventAttack {
        - m_doDeleteOnExitState
        - m_assetAttack
        - m_parent
        - m_createdInstance
        + OnEvent()
        + OnExit()
        - CreateObject()
    }
    AnimatorEvents_EventNodeBase <|-- AnimEventAttack
```

AnimEventAttack

- m\_doDeleteOnExitState
- m\_assetAttack
- m\_parent
- m\_createdInstance
- + OnEvent()
- + OnExit()
- CreateObject()