FSM

+ ActiveState
+ ActiveStateIndex
+ AllowMultipleStateChanges
+ DidChangeState
+ IsStarted
+ IsStopped
+ Logging
+ MaxStateChangesPerEvaluate
+ Name
+ States
+ StaticVars
+ Vars

+ FSM()
+ Start()
+ ToString()
+ Update()
+ WithStates()
+ WithStates()
+ Action()
+ AND()
+ Condition()
+ CreateState()
+ CreateStates()
+ CreateTransition()
+ CreateTransition()
+ NAND()
+ NOR()
+ NOT()
+ OR()
~ SetActiveState()

MonoBehaviour

+m_Statemachine

AuthenticationState