FSM + ActiveState + ActiveStateIndex + AllowMultipleStateChanges + DidChangeState + IsStarted + IsStopped + Logging + MaxStateChangesPerEvaluate + Name + States + StaticVars + Vars + FSM() + Start() + Update() + WithStates() + WithStates() + Action() + AND() + Condition() + CreateState() + CreateStates() + CreateTransition() + CreateTransition() + NAND() + NOR() + NOT() + OR() ~ SetActiveState() +m Statemachine

AuthenticationState

MonoBehaviour