

FZ::State< AttackActor >

+ Target  
- \_target

+ State()  
+ Initialize()  
+ Destroy()  
+ Run()  
+ Finish()  
+ Dispose()



AttackActor.AttackActState

+ AttackActState()  
+ Interactive()  
+ GetCurrentType()  
+ OnTouchEvent()  
# AllTileToNormal()