

InteractStateM



```
graph BT; VergilIdleState --> InteractStateM
```

The diagram illustrates a class hierarchy. At the bottom is a gray box labeled 'VergilIdleState'. A blue arrow points vertically upwards from this box to a white box at the top labeled 'InteractStateM'. This indicates that 'VergilIdleState' inherits from or implements 'InteractStateM'.

VergilIdleState