

StateM



```
graph BT; PlayerLightBowAttack --> StateM
```

The diagram illustrates a class inheritance relationship. At the bottom is a gray rectangular box labeled "PlayerLightBowAttack". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box labeled "StateM" positioned above it. The "StateM" box has a thin gray border.

PlayerLightBowAttack