%YAML 1.1

%TAG !u! tag:unity3d.com,2011:

--- !u!91 &9100000

AnimatorController:

m\_ObjectHideFlags: 0

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: BobTheBlob

serializedVersion: 2

m\_AnimatorParameters:

- m\_Name: Speed

m\_Type: 1

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: Ground

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: vspeed

m\_Type: 1

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: UL

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: DL

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: FL

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: NL

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: UH

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: DH

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: FH

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

- m\_Name: NH

m\_Type: 4

m\_DefaultFloat: 0

m\_DefaultInt: 0

m\_DefaultBool: 0

m\_Controller: {fileID: 9100000}

m\_AnimatorLayers:

- serializedVersion: 3

m\_Name: Base Layer

m\_StateMachine: {fileID: 110700000}

m\_Mask: {fileID: 0}

m\_BlendingMode: 0

m\_SyncedLayerIndex: -1

m\_StateMachineMotionSetIndex: 0

m\_DefaultWeight: 0

m\_IKPass: 0

m\_SyncedLayerAffectsTiming: 0

m\_Controller: {fileID: 9100000}

--- !u!1101 &110100000

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110200000}

m\_DstState: {fileID: 110257242}

m\_TransitionDuration: 0

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 3

m\_ConditionEvent: Speed

m\_EventTreshold: .00999999978

m\_ExitTime: 1

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110104780

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110226948}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: DL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110111243

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110273881}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: .25

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: FH

m\_EventTreshold: 0

m\_ExitTime: .75

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110116430

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110226948}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: DL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110117444

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110242859}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: UL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110127644

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110242859}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: .25

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: UL

m\_EventTreshold: 0

m\_ExitTime: .75

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110130410

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110266218}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: 0

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: DH

m\_EventTreshold: 0

m\_ExitTime: 1

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110133633

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110211173}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: NL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110144994

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110216403}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: NH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110150360

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110266218}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: DH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110150707

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110226948}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: .25

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: DL

m\_EventTreshold: 0

m\_ExitTime: .75

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110150778

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110275706}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: FL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110152832

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110275706}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: .25

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: FL

m\_EventTreshold: 0

m\_ExitTime: .75

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110154472

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110211173}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: .25

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: NL

m\_EventTreshold: 0

m\_ExitTime: .75

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110154651

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110237125}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: 0

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: UH

m\_EventTreshold: 0

m\_ExitTime: 1

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110156141

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110257242}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: 0

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 4

m\_ConditionEvent: Speed

m\_EventTreshold: .00999999978

m\_ExitTime: 1

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110156632

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110216403}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: NH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110157712

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110266218}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: DH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110160268

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110275706}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: FL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110160878

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110273881}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: FH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110169804

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110273881}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: FH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110172580

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110237125}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: UH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110182242

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110242859}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: UL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110183522

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 110216403}

m\_DstState: {fileID: 110200000}

m\_TransitionDuration: 0

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 2

m\_ConditionEvent: NH

m\_EventTreshold: 0

m\_ExitTime: 1

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110186161

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110237125}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: UH

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1101 &110192824

Transition:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name:

m\_SrcState: {fileID: 0}

m\_DstState: {fileID: 110211173}

m\_TransitionDuration: .100000001

m\_TransitionOffset: 0

m\_Conditions:

- m\_ConditionMode: 1

m\_ConditionEvent: NL

m\_EventTreshold: 0

m\_ExitTime: .899999976

m\_Atomic: 1

m\_Solo: 0

m\_Mute: 0

m\_CanTransitionToSelf: 0

--- !u!1102 &110200000

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: Idle

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 0bcc8e63132a5184faec5a0a8341e3f8, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: 240, y: -84, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110211173

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: NL

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 89b5eaed45884a04684cedbb7b9b9f5a, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: 36, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110216403

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: NH

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 96ba1b71bf8b16041a93616eac3ba652, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: 180, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110226948

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: DL

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: d950094aadbfa4b469dc98e688bc3e8a, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: 0, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110237125

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: UH

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 8e3d4e6d9f0ba1c42a8c61e40f268222, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: 72, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110242859

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: UL

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 082d64b14b47ac343ba8c8e7f7425485, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: -72, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110257242

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: Walk

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 1b4493adf9716bf418794675dcfd6c27, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: 299, y: 53, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110266218

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: DH

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 9c185dc6981aba0409279b402e3b9ba9, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: 108, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110273881

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: FH

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: 194c82d3e5fce15499c221e4e7cccffe, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: 144, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1102 &110275706

State:

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: FL

m\_Speed: 1

m\_CycleOffset: 0

m\_Motions:

- {fileID: 7400000, guid: d33164d784f91c344adf772449cf4c1c, type: 2}

m\_ParentStateMachine: {fileID: 110700000}

m\_Position: {x: -24, y: -36, z: 0}

m\_IKOnFeet: 0

m\_Mirror: 0

m\_Tag:

--- !u!1107 &110700000

StateMachine:

serializedVersion: 2

m\_ObjectHideFlags: 3

m\_PrefabParentObject: {fileID: 0}

m\_PrefabInternal: {fileID: 0}

m\_Name: Base Layer

m\_DefaultState: {fileID: 110200000}

m\_States:

- {fileID: 110200000}

- {fileID: 110257242}

- {fileID: 110242859}

- {fileID: 110226948}

- {fileID: 110275706}

- {fileID: 110211173}

- {fileID: 110237125}

- {fileID: 110266218}

- {fileID: 110273881}

- {fileID: 110216403}

m\_ChildStateMachine: []

m\_ChildStateMachinePosition: []

m\_OrderedTransitions:

data:

first: {fileID: 0}

second:

- {fileID: 110117444}

- {fileID: 110150778}

- {fileID: 110104780}

- {fileID: 110133633}

- {fileID: 110172580}

- {fileID: 110157712}

- {fileID: 110160878}

- {fileID: 110144994}

data:

first: {fileID: 110200000}

second:

- {fileID: 110100000}

data:

first: {fileID: 110257242}

second:

- {fileID: 110156141}

data:

first: {fileID: 110242859}

second:

- {fileID: 110127644}

data:

first: {fileID: 110226948}

second:

- {fileID: 110150707}

data:

first: {fileID: 110275706}

second:

- {fileID: 110152832}

data:

first: {fileID: 110211173}

second:

- {fileID: 110154472}

data:

first: {fileID: 110237125}

second:

- {fileID: 110154651}

data:

first: {fileID: 110266218}

second:

- {fileID: 110130410}

data:

first: {fileID: 110273881}

second:

- {fileID: 110111243}

data:

first: {fileID: 110216403}

second:

- {fileID: 110183522}

m\_MotionSetCount: 1

m\_AnyStatePosition: {x: -228, y: -24, z: 0}

m\_ParentStateMachinePosition: {x: 800, y: 20, z: 0}