

## Glide

- GlideStates state
- + override void \_Init()
- + override void \_StatePhysics Process(float delta)
- + override void \_ActionOnGround()
- + override void \_ActionOnAir()
- + override void \_ActionReleased()
- + override void \_ActionProcess (float delta)
- + override void OnMainAction TimerTimeout()
- + override void OnMainAction ObjectCollisionCheckAreaEntered (Area2D area)