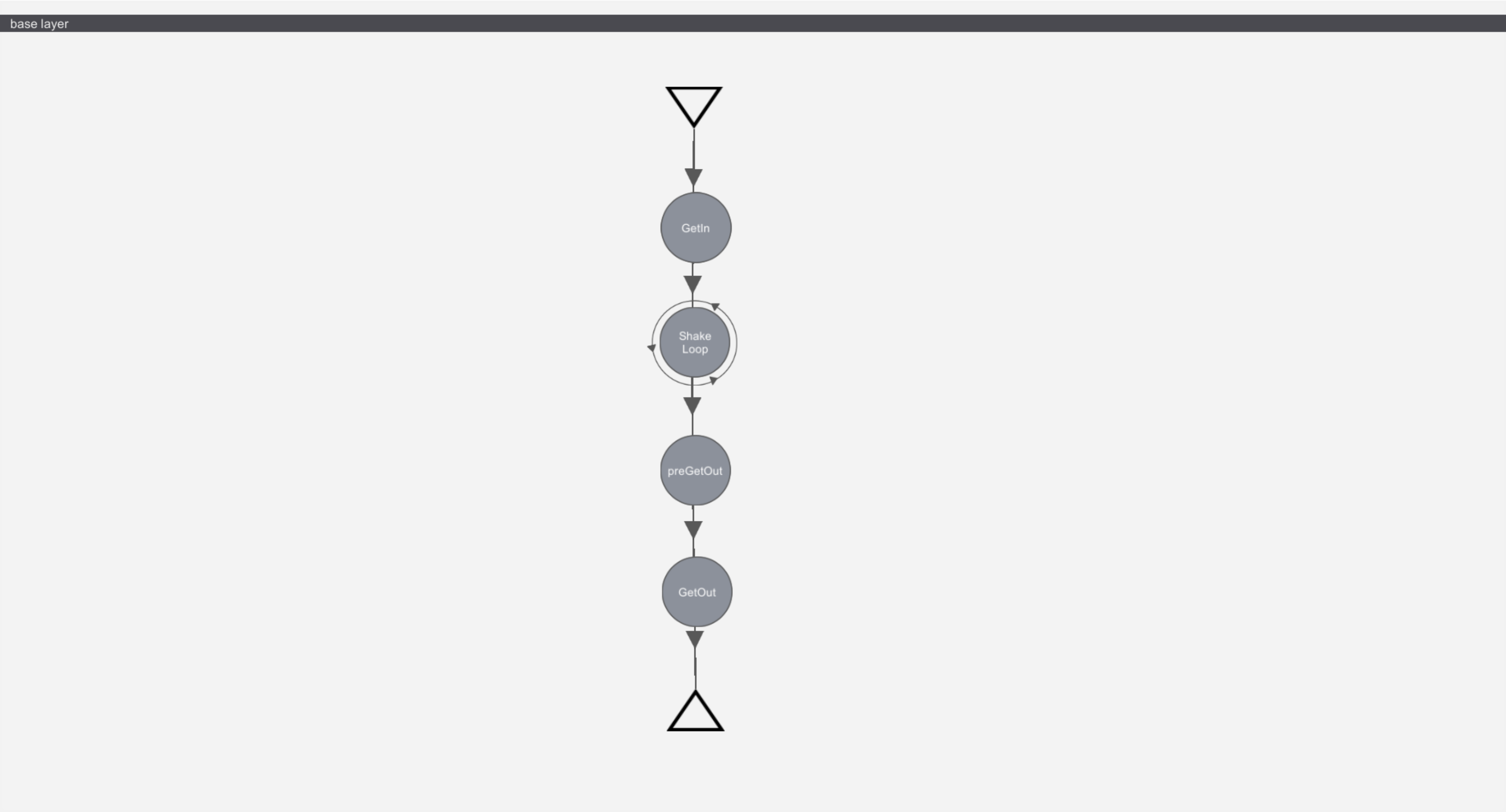
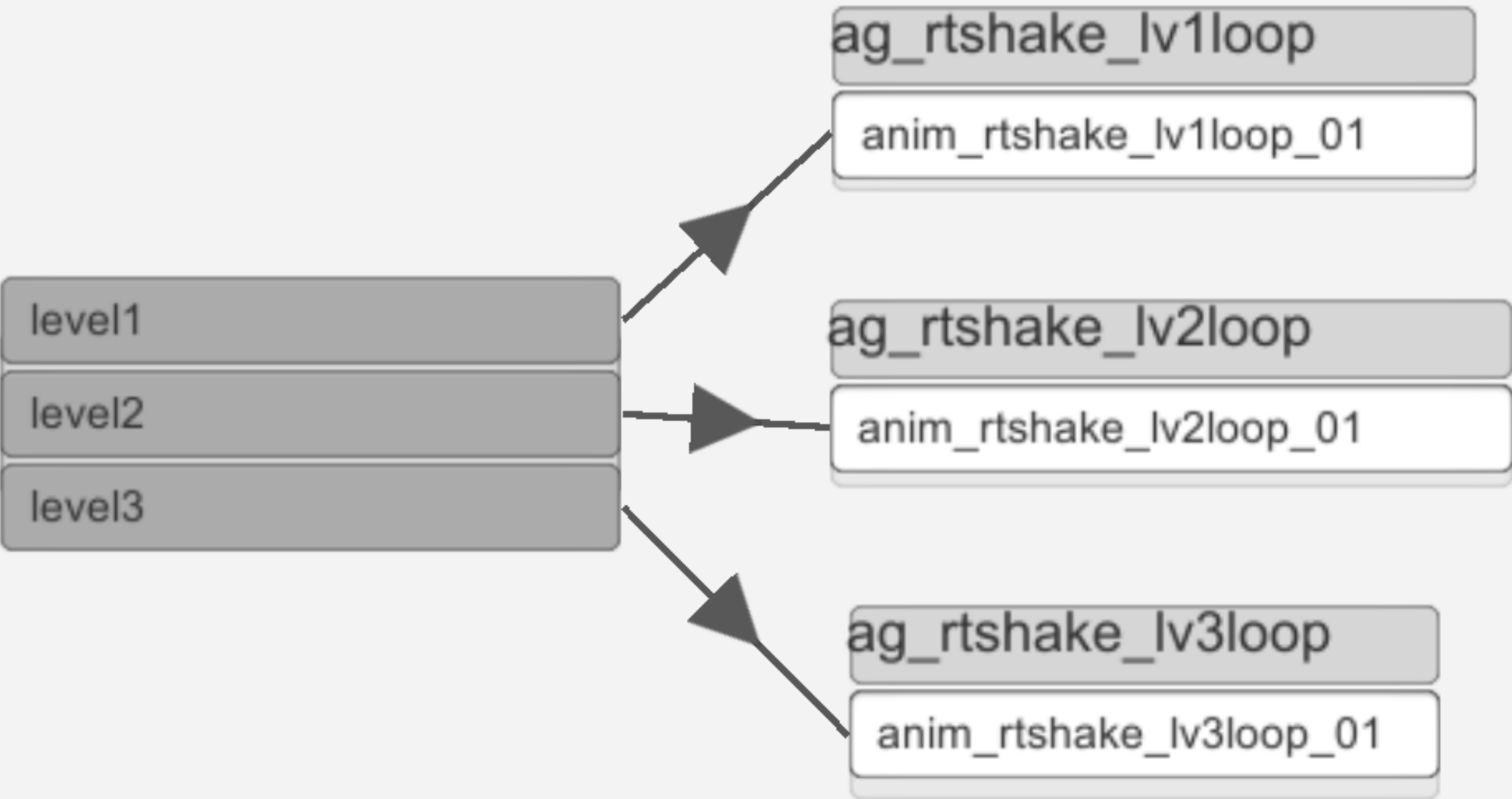


Rtshake State Machine.

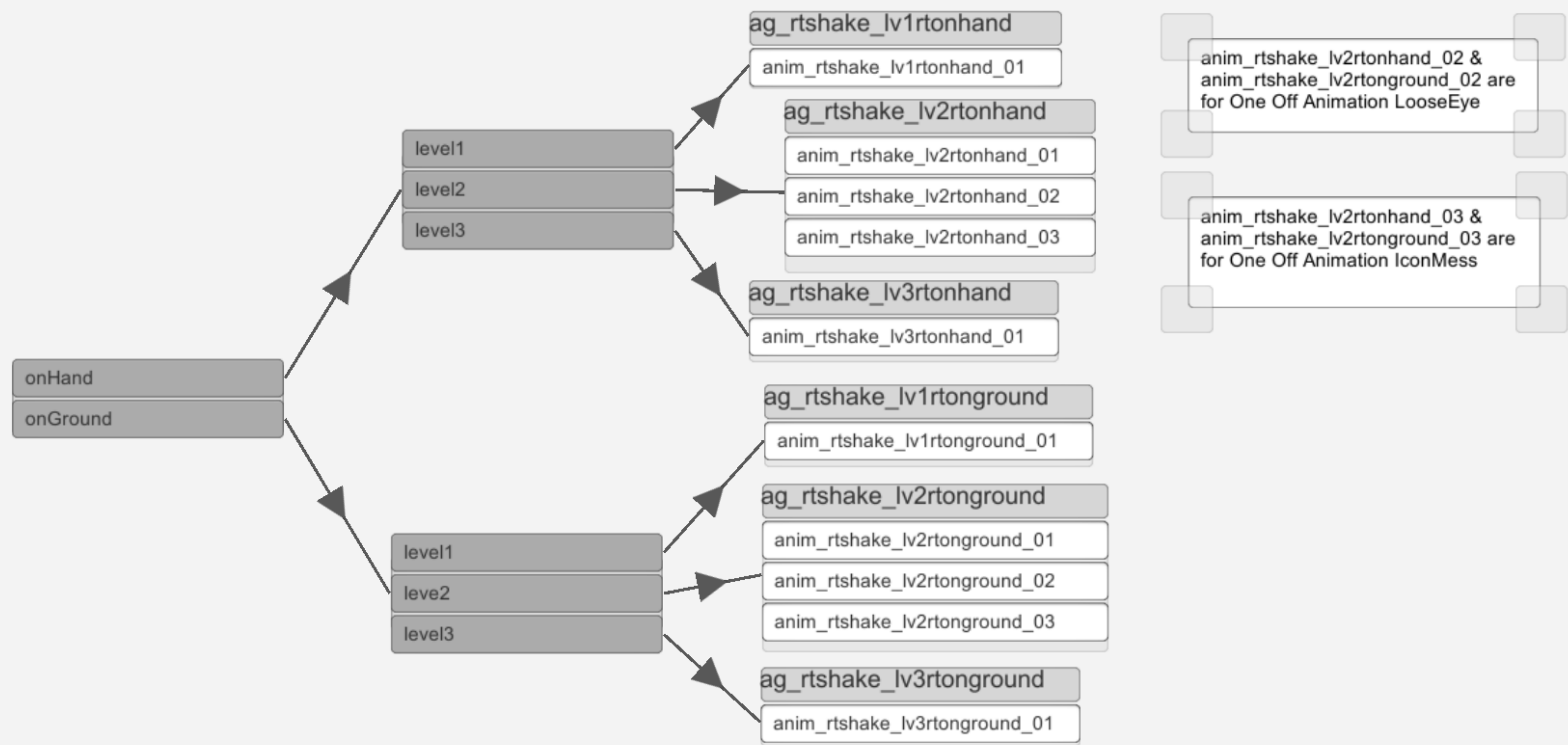
base layer



Shake Loop



GetOut



ag_rtshake_getin

anim_rtshake_getin_01

preGetOut

base layer preGetOut

base layer preGetOut