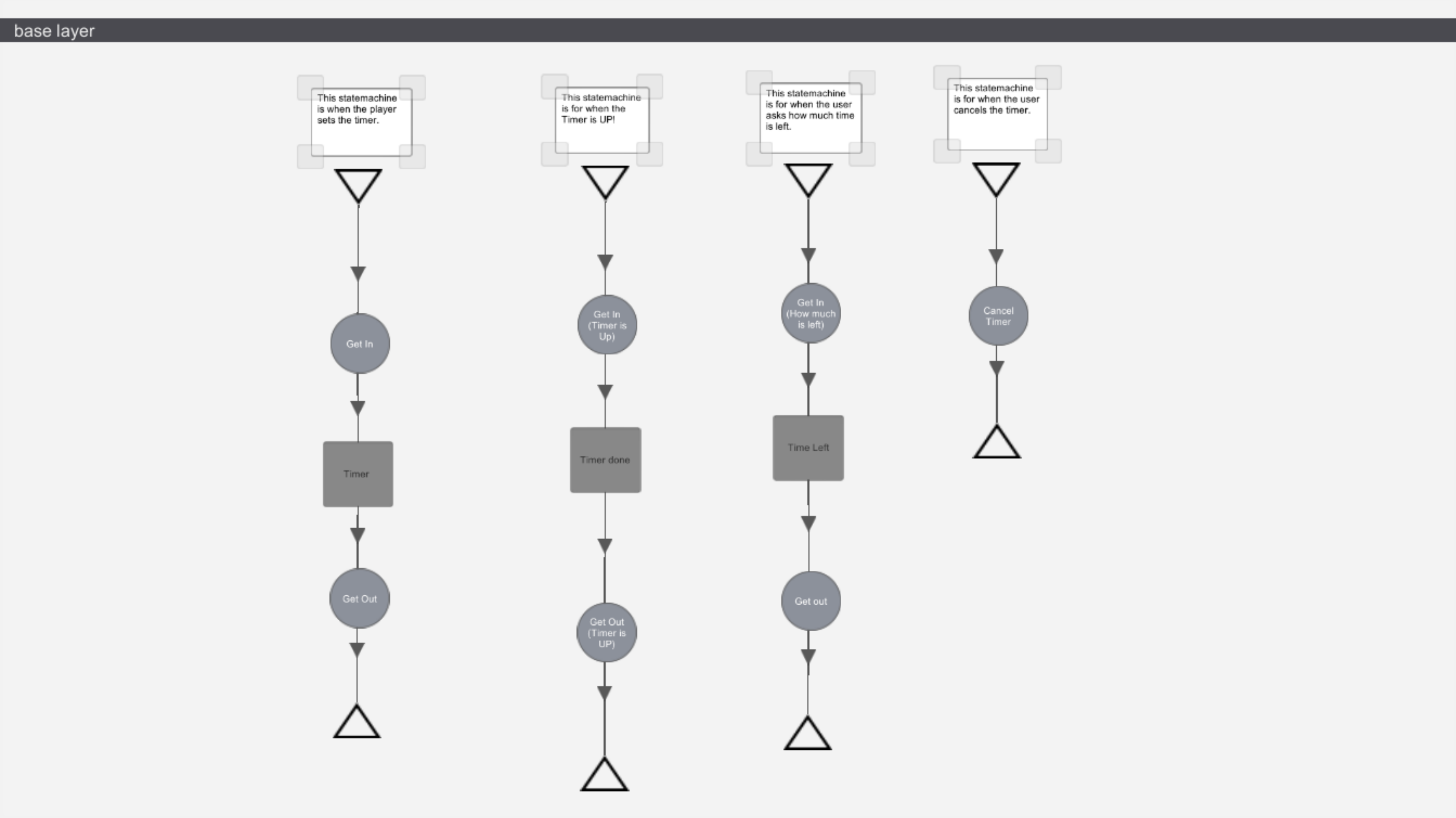


Timer_vs State Machine.

base layer



Get In

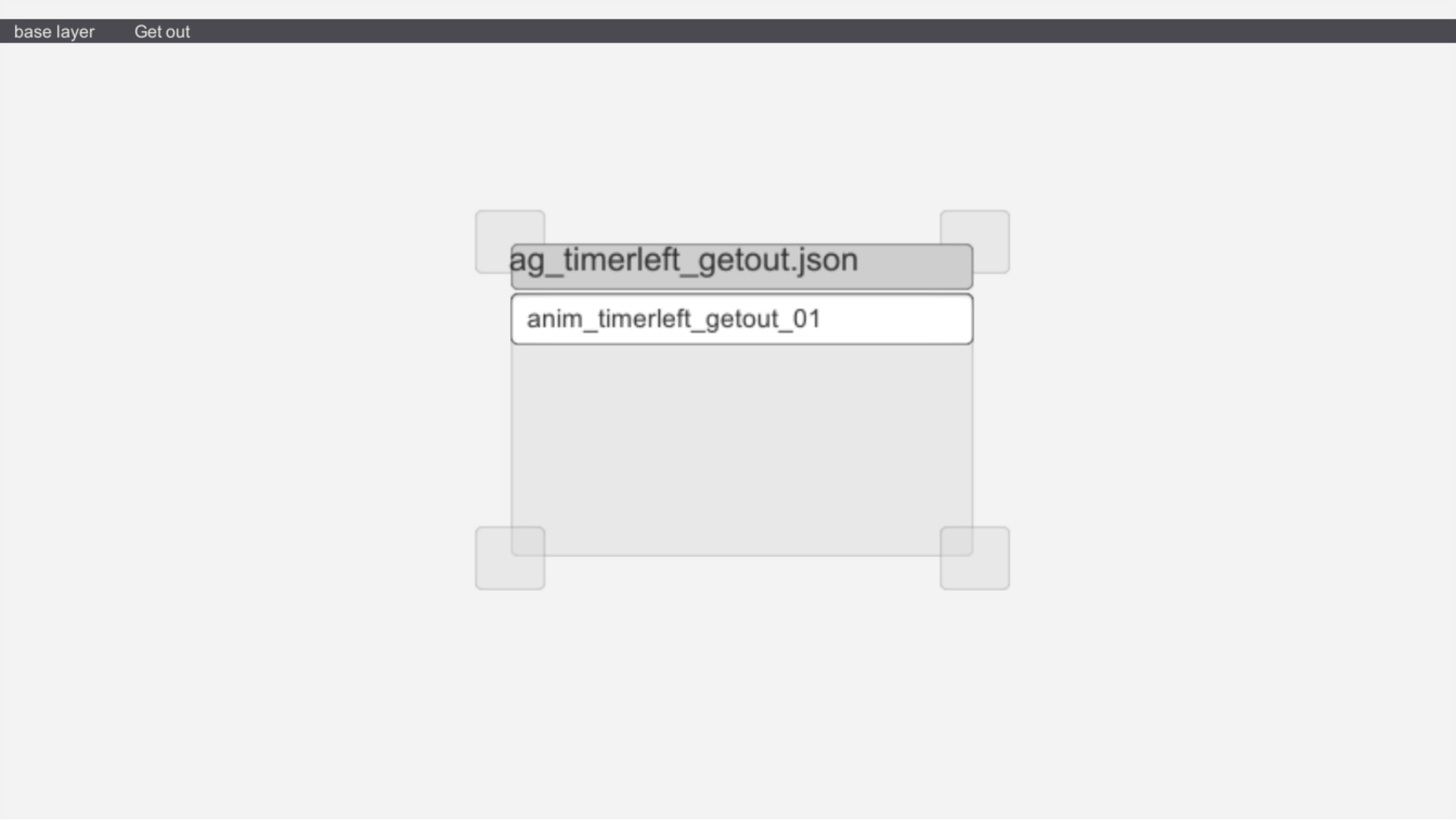
base layer

Get In

ag_timerset_getin.json

anim_timerset_getin_01

Get Out



Get In (Timer is Up)



Get Out (Timer is UP)



Get In (How much is left)

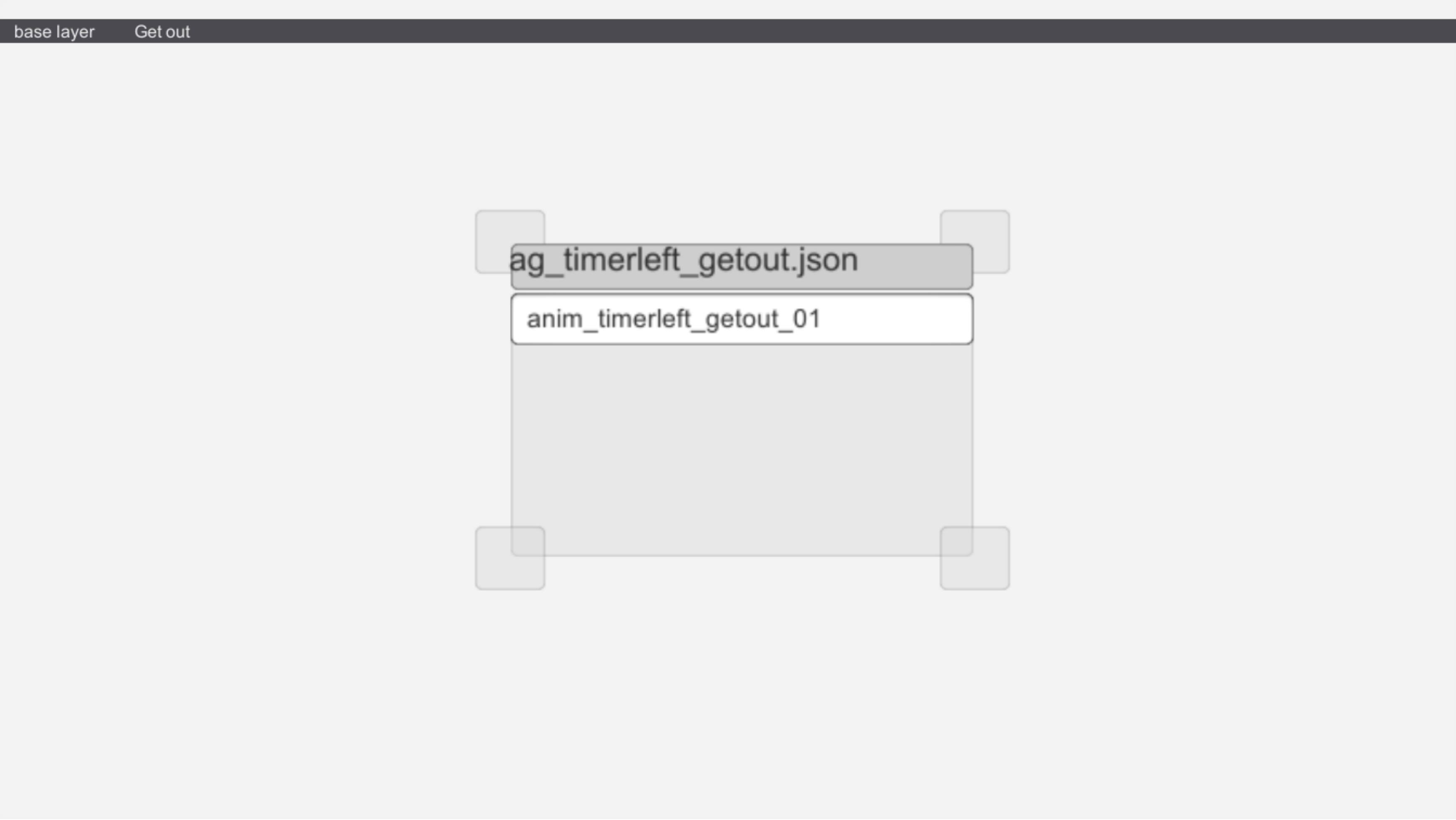
base layer

Get In

ag_timerleft_getin.json

anim_timerleft_getin_01

Get out



Cancel Timer

base layer

Cancel

ag_timer

cancel.json

anim_timer

cancel_01