

BewareTarget.OnCondition
Check

EnemySearchTarget.OnCondition
Check

VisualFieldJudgment.Search
TargetNearSpawn

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graph LR; A[BewareTarget.OnCondition Check] --> C[VisualFieldJudgment.Search TargetNearSpawn]; B[EnemySearchTarget.OnCondition Check] --> C;
```

The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders, one above the other. On the right, there is a single gray box with a black border. Two blue arrows originate from the right side of the top white box and the right side of the bottom white box, both pointing towards the left side of the gray box.