

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 boxes stacked vertically. The top box is white with a black border and contains the text 'BewareTarget.OnCondition Check'. The bottom box is also white with a black border and contains the text 'EnemySearchTarget.OnCondition Check'. On the right, there is a single gray box with a black border containing the text 'VisualFieldJudgment.Search TargetNearSpawn'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box. The top arrow starts from the right side of the top white box and points to the upper part of the gray box. The bottom arrow starts from the right side of the bottom white box and points to the lower part of the gray box.