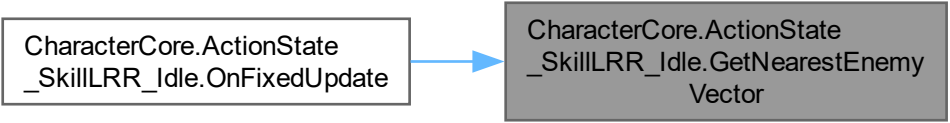


CharacterCore.ActionState
_SkillLRR_Idle.OnFixedUpdate



```
graph LR; A[CharacterCore.ActionState  
_SkillLRR_Idle.OnFixedUpdate] --> B[CharacterCore.ActionState  
_SkillLRR_Idle.GetNearestEnemy  
Vector];
```

A diagram showing a call from the `OnFixedUpdate` method of the `_SkillLRR_Idle` class to the `GetNearestEnemyVector` method of the `CharacterCore.ActionState` class. The source box is white with a black border, and the target box is gray with a black border. A blue arrow points from the source to the target.

CharacterCore.ActionState
_SkillLRR_Idle.GetNearestEnemy
Vector