

ChaseParameters

- + SearchCharacterDist
- + SearchDishDist
- + NoticeDist
- + ViewAngle
- + MaxChaseTime
- + ChaseDistFromTarget
- + DistAwayFromSpawnPos
- m_searchCharacterDist
- m_searchDishDist
- m_noticeDist
- m_viewAngle
- m_maxChaseTime
- m_chaseDistFromTarget
- m_distAwayFromSpawnPos