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