

AgentMoveBase

```
classDiagram
    class AgentMoveBase {
    }
    class AgentChasePlayer {
        - m_playerTransform
        - m_stoppingDistance
        - m_warpDistance
        - m_chaseParameters
        - m_outIsReach
        - m_myTransform
        - m_targetPos
        - m_warpFlg
        # OnAwake()
        # OnStart()
        # OnFixedUpdate()
        # OnIntervalUpdate()
    }
    AgentChasePlayer --|> AgentMoveBase
```

Arbor.BehaviourTree.Actions.
AgentChasePlayer

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- m_stoppingDistance
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OnAwake()

OnStart()

OnFixedUpdate()

OnIntervalUpdate()