

AgentMoveBase

```
classDiagram
    class AgentMoveBase {
    }
    class Arbor_BehaviourTree_Actions_AgentChaseToTransform {
        - m_targetTransform
        - m_stoppingDistance
        - m_chaseParameters
        - m_maxSearchInterval
        - m_outIsWatch
        - m_myCollider
        - m_targetPos
        - m_chaseTime
        - m_isWatch
        - m_searchInterval
        - m_judgement
        # OnAwake()
        # OnStart()
        # OnFixedUpdate()
        # OnIntervalUpdate()
        - WatchTarget()
        - LostSightTarget()
    }
    AgentMoveBase <|-- Arbor_BehaviourTree_Actions_AgentChaseToTransform
```

Arbor.BehaviourTree.Actions.
AgentChaseToTransform

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- m_stoppingDistance
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