

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

- 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()