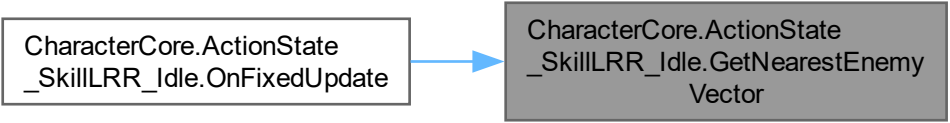


CharacterCore.ActionState  
\_SkillLRR\_Idle.OnFixedUpdate



```
graph LR; A[CharacterCore.ActionState  
_SkillLRR_Idle.OnFixedUpdate] --> B[CharacterCore.ActionState  
_SkillLRR_Idle.GetNearestEnemy  
Vector];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'CharacterCore.ActionState' followed by '\_SkillLRR\_Idle.OnFixedUpdate' on the next line. The right box is gray with a black border and contains the text 'CharacterCore.ActionState' followed by '\_SkillLRR\_Idle.GetNearestEnemy' on the next line, and 'Vector' on the third line.

CharacterCore.ActionState  
\_SkillLRR\_Idle.GetNearestEnemy  
Vector