


SetBeenTargetObjectStaff
Gangster.SetTargetObject



```
graph LR; A[SetBeenTargetObjectStaff  
Gangster.SetTargetObject] --> B[BaseGangsterStateBehaviour.  
GetGangsterData]; A --> C[BaseGangsterStateBehaviour.  
GetRootGameObject];
```

BaseGangsterStateBehaviour.
GetGangsterData

BaseGangsterStateBehaviour.
GetRootGameObject