

CharacterCore.ActionState  
\_SkillRR\_Idle.OnFixedUpdate

```
graph LR; A[CharacterCore.ActionState_SkillRR_Idle.OnFixedUpdate] --> B[CharacterCore.ActionState_SkillRR_Idle.GetNearestEnemy Vector]; B --> C[CharacterCore.ActionState_SkillRR_Idle.SearchTarget];
```

CharacterCore.ActionState  
\_SkillRR\_Idle.GetNearestEnemy  
Vector

CharacterCore.ActionState  
\_SkillRR\_Idle.SearchTarget