

AgentMoveBase

```
classDiagram
    class AgentMoveBase {
    }
    class AgentChasePlayer {
        - m_playerTransform
        - m_stoppingDistance
        - m_warpDistance
        - m_chaseParameters
        - m_outIsReach
        - m_myTransform
        - m_targetPos
        - m_warpFlg
        # OnAwake()
        # OnStart()
        # OnFixedUpdate()
        # OnIntervalUpdate()
    }
    AgentChasePlayer --|> AgentMoveBase
```

Arbor.BehaviourTree.Actions.  
AgentChasePlayer

- m\_playerTransform
- m\_stoppingDistance
- m\_warpDistance
- m\_chaseParameters
- m\_outIsReach
- m\_myTransform
- m\_targetPos
- m\_warpFlg

# OnAwake()

# OnStart()

# OnFixedUpdate()

# OnIntervalUpdate()