MotionBehavior # entity_ + MotionBehavior() + ~MotionBehavior() + MotionBehavior() + operator=()

+ operator=()
+ UpdatePose()
+ get_entity()

MotionBehaviorDiffer

MotionBehaviorDifferential

+ MotionBehaviorDifferential()
+ MotionBehaviorDifferential()
+ operator=()

+ UpdatePose()