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

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

MotionBehaviorDifferential

+ MotionBehaviorDifferential()+ MotionBehaviorDifferential()

+ operator=()
+ UpdatePose()