

State



```
graph BT; A[behavior_manager.Play_behavior] --> B[State];
```

The diagram consists of two rectangular boxes. The top box is white with a thin black border and contains the word "State". The bottom box is gray with a black border and contains the text "behavior_manager.Play_behavior". A dark blue arrow points vertically from the top center of the gray box to the bottom center of the white box.

behavior_manager.Play
_behavior