```cpp
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#include "EnemyAnimInstance.h"
#include "enemy1.h"
void UEnemyAnimInstance::NativeInitializeAnimation()
{
    if (Pawn == nullptr)
    {
        Pawn = TryGetPawnOwner();
        if (Pawn)
        {
            Enemy = Cast<Aenemy1>(Pawn);
        }
    }
}

void UEnemyAnimInstance::UpdateAnimationProperties()
{
    if (Pawn == nullptr)
    {
        Pawn = TryGetPawnOwner();
        if (Pawn)
        {

            Enemy = Cast<Aenemy1>(Pawn);
        }
    }
    if (Pawn)
    {

        FVector Speed = Pawn->GetVelocity();
        FVector LateralSpeed = FVector(Speed.X, Speed.Y, 0.f);
        MovementSpeed = LateralSpeed.Size();
    }
}
```