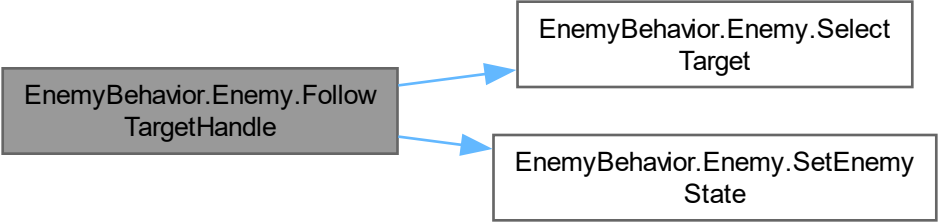


EnemyBehavior.Enemy.Follow
TargetHandle



```
graph LR; A[EnemyBehavior.Enemy.Follow TargetHandle] --> B[EnemyBehavior.Enemy.Select Target]; A --> C[EnemyBehavior.Enemy.SetEnemy State];
```

The diagram illustrates a function callout. A grey rectangular box on the left contains the text "EnemyBehavior.Enemy.Follow TargetHandle". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text "EnemyBehavior.Enemy.Select Target". The bottom arrow points to another white rectangular box containing the text "EnemyBehavior.Enemy.SetEnemy State".

EnemyBehavior.Enemy.Select
Target

EnemyBehavior.Enemy.SetEnemy
State