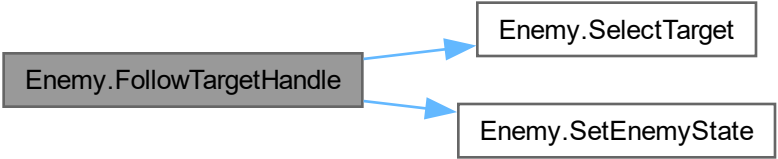


Enemy.FollowTargetHandle



```
graph LR; A[Enemy.FollowTargetHandle] --> B[Enemy.SelectTarget]; A --> C[Enemy.SetEnemyState];
```

Enemy.SelectTarget

Enemy.SetEnemyState