

PatrolByRandomPos.OnStay
State

PatrolByWaypoints.OnStay
State

AINavAgentCommon.HasAgent
ReachedDestination

```
graph LR; A[PatrolByRandomPos.OnStay State] --> C[AINavAgentCommon.HasAgent ReachedDestination]; B[PatrolByWaypoints.OnStay State] --> C;
```

The diagram illustrates a state transition or event trigger. On the left, there are two white rectangular boxes. The top box contains the text 'PatrolByRandomPos.OnStay State' and the bottom box contains 'PatrolByWaypoints.OnStay State'. Blue arrows point from the right side of each of these boxes to a single gray rectangular box on the right. This gray box contains the text 'AINavAgentCommon.HasAgent ReachedDestination'.