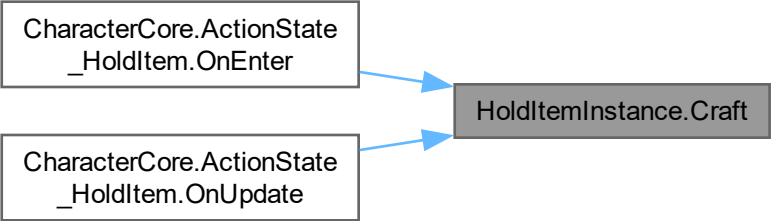


CharacterCore.ActionState
_HoldItem.OnEnter

CharacterCore.ActionState
_HoldItem.OnUpdate

HoldItemInstance.Craft



```
graph LR; A[CharacterCore.ActionState _HoldItem.OnEnter] --> C[HoldItemInstance.Craft]; B[CharacterCore.ActionState _HoldItem.OnUpdate] --> C;
```