

CharacterCore.ActionState
_HoldItem.OnEnter

CharacterCore.ActionState
_HoldItem.OnUpdate

HoldItemInstance.SetItemID

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graph LR; A[CharacterCore.ActionState_HoldItem.OnEnter] --> C[HoldItemInstance.SetItemID]; B[CharacterCore.ActionState_HoldItem.OnUpdate] --> C;
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The diagram illustrates a logic flow where two distinct events, 'CharacterCore.ActionState_HoldItem.OnEnter' and 'CharacterCore.ActionState_HoldItem.OnUpdate', both trigger the same method, 'HoldItemInstance.SetItemID'. The source events are contained in white boxes with black borders, while the target method is in a gray box. Blue arrows indicate the direction of the trigger from left to right.