

CharacterCore.ActionState  
\_ReadyToThrow.OnEnter

CharacterCore.ActionState  
\_ReadyToThrow.OnExit

CharacterCore.ActionState  
\_ReadyToThrow.SwitchCamera

```
graph LR; A[CharacterCore.ActionState  
_ReadyToThrow.OnEnter] --> C[CharacterCore.ActionState  
_ReadyToThrow.SwitchCamera]; B[CharacterCore.ActionState  
_ReadyToThrow.OnExit] --> C;
```

The diagram illustrates a flow or dependency. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'CharacterCore.ActionState' followed by '\_ReadyToThrow.OnEnter' on the next line. The bottom box contains 'CharacterCore.ActionState' followed by '\_ReadyToThrow.OnExit' on the next line. Two blue arrows originate from the right side of these boxes. The arrow from the top box points to the top of a gray rectangular box on the right. The arrow from the bottom box points to the bottom of the same gray box. The gray box contains the text 'CharacterCore.ActionState' followed by '\_ReadyToThrow.SwitchCamera' on the next line.