

CharacterCore.ActionState  
\_HoldItem.OnEnter

CharacterCore.ActionState  
\_HoldItem.OnUpdate

HoldItemInstance.SetItemID

```
graph LR; A[CharacterCore.ActionState_HoldItem.OnEnter] --> C[HoldItemInstance.SetItemID]; B[CharacterCore.ActionState_HoldItem.OnUpdate] --> C;
```

The diagram illustrates a call graph where two distinct event methods, `CharacterCore.ActionState_HoldItem.OnEnter` and `CharacterCore.ActionState_HoldItem.OnUpdate`, both invoke the `HoldItemInstance.SetItemID` method. The source methods are contained within white rectangular boxes, while the target method is in a gray rectangular box. Blue arrows indicate the direction of the calls from the source boxes to the target box.