

CharacterCore.ActionState
_ReadyToThrow.OnUpdate

```
graph LR; A[CharacterCore.ActionState  
_ReadyToThrow.OnUpdate] --> B[CharacterCore.ActionState  
_ReadyToThrow.CalculateThrowPower]; A --> C[CharacterCore.ActionState  
_ReadyToThrow.HitRay];
```

The diagram illustrates a call from the `OnUpdate` method of the `CharacterCore.ActionState_ReadyToThrow` class to two other methods: `CalculateThrowPower` and `HitRay`, both of which are also part of the `CharacterCore.ActionState_ReadyToThrow` class. The source node is shaded gray, while the target nodes are white with black borders. Blue arrows indicate the direction of the calls.

CharacterCore.ActionState
_ReadyToThrow.CalculateThrowPower

CharacterCore.ActionState
_ReadyToThrow.HitRay