

CharacterCore.ActionState
_ReadyToThrow.OnFixedUpdate

```
graph LR; A[CharacterCore.ActionState  
_ReadyToThrow.OnFixedUpdate] --> B[CharacterCore.ActionState  
_ReadyToThrow.MovePlayer]; A --> C[CharacterCore.ActionState  
_ReadyToThrow.RotatePlayer];
```

The diagram illustrates a function call from the `OnFixedUpdate` method of the `CharacterCore.ActionState_R ReadyToThrow` class to two other methods: `MovePlayer` and `RotatePlayer`. The source method is highlighted in a grey box, while the target methods are in white boxes. Blue arrows indicate the direction of the calls.

CharacterCore.ActionState
_ReadyToThrow.MovePlayer

CharacterCore.ActionState
_ReadyToThrow.RotatePlayer