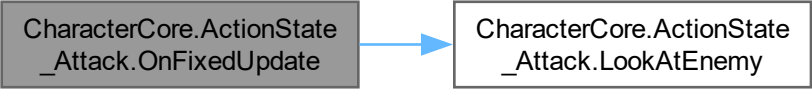


CharacterCore.ActionState
_Attack.OnFixedUpdate



```
graph LR; A[CharacterCore.ActionState  
_Attack.OnFixedUpdate] --> B[CharacterCore.ActionState  
_Attack.LookAtEnemy]
```

A diagram showing a call from the `OnFixedUpdate` method to the `LookAtEnemy` method. The left box is shaded gray and contains the text `CharacterCore.ActionState` and `_Attack.OnFixedUpdate`. A blue arrow points from this box to a white box on the right, which contains the text `CharacterCore.ActionState` and `_Attack.LookAtEnemy`.

CharacterCore.ActionState
_Attack.LookAtEnemy