

StorySkillUIController.On
BeforeSerialize

StorySkillUIController.Update

StorySkillUIController.Update
FillAmount

```
graph LR; A[StorySkillUIController.OnBeforeSerialize] --> C[StorySkillUIController.UpdateFillAmount]; B[StorySkillUIController.Update] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, 'StorySkillUIController.OnBeforeSerialize' and 'StorySkillUIController.Update', are shown on the left. Both have blue arrows pointing to a single target method, 'StorySkillUIController.Update FillAmount', which is highlighted in a gray box on the right.