

CharacterCore.ActionState
_ReadyToThrow.OnEnter

CharacterCore.ActionState
_ReadyToThrow.OnExit

CharacterCore.ActionState
_ReadyToThrow.SwitchCamera

```
graph LR; A[CharacterCore.ActionState  
_ReadyToThrow.OnEnter] --> C[CharacterCore.ActionState  
_ReadyToThrow.SwitchCamera]; B[CharacterCore.ActionState  
_ReadyToThrow.OnExit] --> C;
```

The diagram illustrates a flow or dependency. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'CharacterCore.ActionState' followed by '_ReadyToThrow.OnEnter' on the next line. The bottom box contains 'CharacterCore.ActionState' followed by '_ReadyToThrow.OnExit' on the next line. Blue arrows point from the right side of each of these two boxes to a single gray rectangular box on the right. This gray box contains the text 'CharacterCore.ActionState' followed by '_ReadyToThrow.SwitchCamera' on the next line.