


CharacterCore.ActionState
_IdleAndMove.OnUpdate



```
graph LR; A[CharacterCore.ActionState  
_IdleAndMove.OnUpdate] --> B[CharacterCore.ActionState  
_IdleAndMove.PlayerUpdate]; B --> C[CharacterCore.ActionState  
_IdleAndMove.SearchGatheringItem];
```

CharacterCore.ActionState
_IdleAndMove.PlayerUpdate

CharacterCore.ActionState
_IdleAndMove.SearchGatheringItem