

CharacterCore.ActionState  
\_HoldItem.OnEnter

CharacterCore.ActionState  
\_HoldItem.OnUpdate

HoldItemInstance.SetHold  
Point

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graph LR; A[CharacterCore.ActionState_HoldItem.OnEnter] --> C[HoldItemInstance.SetHoldPoint]; B[CharacterCore.ActionState_HoldItem.OnUpdate] --> C;
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The diagram illustrates a logic flow where two distinct events, 'CharacterCore.ActionState\_HoldItem.OnEnter' and 'CharacterCore.ActionState\_HoldItem.OnUpdate', both trigger the same action, 'HoldItemInstance.SetHoldPoint'. The source events are contained within white rectangular boxes, while the target action is in a gray rectangular box. Blue arrows indicate the direction of the trigger from each source box to the target box.