

IsDeadGangster.SetCharacterCore

```
graph LR; A[IsDeadGangster.SetCharacterCore] --> B[BaseGangsterStateBehaviour.  
GetGangsterData]; A --> C[BaseGangsterStateBehaviour.  
SetTransition];
```

The diagram illustrates a call from the `IsDeadGangster.SetCharacterCore` method to two methods in the `BaseGangsterStateBehaviour` class. The source method is in a grey box on the left, and the target methods are in white boxes on the right. Two blue arrows point from the source to the targets.

BaseGangsterStateBehaviour.  
GetGangsterData

BaseGangsterStateBehaviour.  
SetTransition