

CharacterCore.ActionState
_HoldItem.OnEnter

CharacterCore.ActionState
_HoldItem.OnUpdate

HoldItemInstance.SetHold
Point

```
graph LR; A[CharacterCore.ActionState  
_HoldItem.OnEnter] --> C[HoldItemInstance.SetHold  
Point]; B[CharacterCore.ActionState  
_HoldItem.OnUpdate] --> C;
```

The diagram illustrates a logic flow where two distinct events, 'OnEnter' and 'OnUpdate' from the 'CharacterCore.ActionState_HoldItem' namespace, both trigger the 'SetHoldPoint' method of the 'HoldItemInstance'.