

CharacterCore.ActionState  
\_ReadyToThrow.OnFixedUpdate

```
graph LR; A[CharacterCore.ActionState  
_ReadyToThrow.OnFixedUpdate] --> B[CharacterCore.ActionState  
_ReadyToThrow.MovePlayer]; A --> C[CharacterCore.ActionState  
_ReadyToThrow.RotatePlayer];
```

The diagram illustrates a function call sequence. A central box on the left, labeled 'CharacterCore.ActionState \_ReadyToThrow.OnFixedUpdate', has two blue arrows pointing to the right. The top arrow points to a box labeled 'CharacterCore.ActionState \_ReadyToThrow.MovePlayer', and the bottom arrow points to a box labeled 'CharacterCore.ActionState \_ReadyToThrow.RotatePlayer'.

CharacterCore.ActionState  
\_ReadyToThrow.MovePlayer

CharacterCore.ActionState  
\_ReadyToThrow.RotatePlayer