

DungeonInteraction.Update

```
graph LR; A[DungeonInteraction.Update] --> B[DungeonInteraction.HideInteractionUI]; A --> C[DungeonInteraction.ShowInteractionUI];
```

The diagram illustrates a function call. A gray rectangular box on the left contains the text 'DungeonInteraction.Update'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'DungeonInteraction.HideInteractionUI'. The bottom arrow points to another white rectangular box containing 'DungeonInteraction.ShowInteractionUI'.

DungeonInteraction.HideInteractionUI

DungeonInteraction.ShowInteractionUI