

PlayerCharacter.BeingDamage

PlayerCharacter.OnPlayer
Attack

PlayerCharacter.TriggerRegen
Cooldown

```
graph LR; A[PlayerCharacter.BeingDamage] --> C[PlayerCharacter.TriggerRegen Cooldown]; B[PlayerCharacter.OnPlayer Attack] --> C;
```

The diagram illustrates a logic flow where two distinct events, 'PlayerCharacter.BeingDamage' and 'PlayerCharacter.OnPlayer Attack', both serve as triggers for a single function, 'PlayerCharacter.TriggerRegen Cooldown'. The triggers are represented by white boxes on the left, and the target function is a gray box on the right. Blue arrows indicate the direction of the trigger from each event box to the cooldown box.