

HandManager.OnDisable

HandManager.OnEnable

HandManager.updateHand

```
graph LR; A[HandManager.OnDisable] --> C[HandManager.updateHand]; B[HandManager.OnEnable] --> C;
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The diagram illustrates a call flow where two methods, HandManager.OnDisable and HandManager.OnEnable, both call the HandManager.updateHand method. The source methods are in white boxes, and the target method is in a gray box. Blue arrows indicate the direction of the calls.