

HandManager.OnUpdateFrame

```
graph LR; A[HandManager.OnUpdateFrame] --> B[HandManager.calcClosest]; A --> C[HandManager.IsPlaying];
```

A diagram illustrating a method call. On the left, a gray rectangular box contains the text "HandManager.OnUpdateFrame". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text "HandManager.calcClosest". The bottom arrow points to another white rectangular box containing the text "HandManager.IsPlaying".

HandManager.calcClosest

HandManager.IsPlaying