

ScriptingEngine::NewState

CCharacter::Update

GameObject::SetActive

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graph LR; A[ScriptingEngine::NewState] --> C[GameObject::SetActive]; B[CCharacter::Update] --> C;
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The diagram illustrates a dependency or call relationship. Two white rectangular boxes on the left, labeled 'ScriptingEngine::NewState' and 'CCharacter::Update', have blue arrows pointing to a single gray rectangular box on the right labeled 'GameObject::SetActive'. This suggests that both 'ScriptingEngine::NewState' and 'CCharacter::Update' invoke or depend on the 'SetActive' method of the 'GameObject' class.