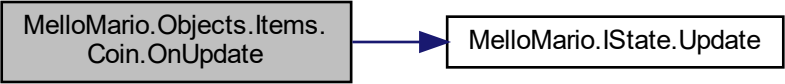


MelloMario.Objects.Items.
Coin.OnUpdate



```
graph LR; A[MelloMario.Objects.Items.Coin.OnUpdate] --> B[MelloMario.IState.Update]
```

MelloMario.IState.Update