

MelloMario.Controls.Scripts.
TransistScript.Bind

```
graph LR; A[MelloMario.Controls.Scripts.TransistScript.Bind] --> B[MelloMario.IController.Add Command]; A --> C[MelloMario.IController.Reset];
```

The diagram illustrates a class binding to two interfaces. On the left, a gray-shaded box represents the class `MelloMario.Controls.Scripts.TransistScript.Bind`. Two blue arrows originate from the right side of this box. The top arrow points to a white box representing the interface `MelloMario.IController.Add Command`. The bottom arrow points to another white box representing the interface `MelloMario.IController.Reset`.

MelloMario.IController.Add
Command

MelloMario.IController.Reset