

PixelCrushers.DialogueSystem.
SequencerCommands.SequencerCommand
AccuseNoMatch.Awake

PixelCrushers.DialogueSystem.
SequencerCommands.SequencerCommand
AccuseUpdateState.Awake

AccuseRunner.UpdateCurState

```
graph LR; A["PixelCrushers.DialogueSystem.  
SequencerCommands.SequencerCommand  
AccuseNoMatch.Awake"] --> C["AccuseRunner.UpdateCurState"]; B["PixelCrushers.DialogueSystem.  
SequencerCommands.SequencerCommand  
AccuseUpdateState.Awake"] --> C;
```

The diagram illustrates a call flow. Two source boxes on the left, both representing the same class hierarchy (PixelCrushers.DialogueSystem.SequencerCommands.SequencerCommand), point via blue arrows to a single target box on the right (AccuseRunner.UpdateCurState). The top source box is for the AccuseNoMatch.Awake state, and the bottom source box is for the AccuseUpdateState.Awake state.