



```
graph LR; NPC[NPC::Update] --> SM[StateMachine::Update];
```

StateMachine::Update

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'StateMachine::Update'. The box on the right is white and contains the text 'NPC::Update'. A dark blue arrow points from the right side of the 'NPC::Update' box to the left side of the 'StateMachine::Update' box, indicating a call or dependency.

NPC::Update