

world.character.TalkingCharacter.talk



```
graph LR; A["world.character.TalkingCharacter.trigger  
Action"] --> B["world.character.TalkingCharacter.talk"]
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'world.character.TalkingCharacter.talk'. The box on the right is white and contains the text 'world.character.TalkingCharacter.trigger' on the top line and 'Action' on the bottom line. A blue arrow points from the right side of the white box to the left side of the gray box.

world.character.TalkingCharacter.trigger
Action