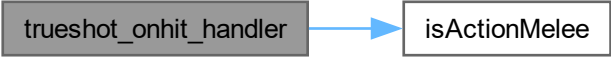


trueshot\_onhit\_handler



```
graph LR; A[trueshot_onhit_handler] --> B[isActionMelee]
```

A diagram showing a call from the `trueshot_onhit_handler` function to the `isActionMelee` method. The `trueshot_onhit_handler` box is gray, and the `isActionMelee` box is white. A blue arrow points from the gray box to the white box.

isActionMelee