

Spawner.ItemSpawner.Update

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graph LR; A[Spawner.ItemSpawner.Update] --> B[TimeSystem.GetTimeState]; A --> C[Spawner.ItemSpawner.SpawnItem];
```

The diagram illustrates a call sequence. A gray box on the left, labeled 'Spawner.ItemSpawner.Update', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'TimeSystem.GetTimeState'. The bottom arrow points to a white box labeled 'Spawner.ItemSpawner.SpawnItem'.

TimeSystem.GetTimeState

Spawner.ItemSpawner.SpawnItem