

ProximityCreateUI.HideUI

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graph LR; A[ProximityCreateUI.HideUI] --> B[ProximityCreateUI.DestroyUI]; A --> C[ProximityCreateUI.GetCanvas Group];
```

The diagram illustrates a branching structure. A single gray box on the left, labeled 'ProximityCreateUI.HideUI', has two blue arrows pointing to two separate white boxes on the right. The top white box is labeled 'ProximityCreateUI.DestroyUI' and the bottom white box is labeled 'ProximityCreateUI.GetCanvas Group'.

ProximityCreateUI.DestroyUI

ProximityCreateUI.GetCanvas
Group