

KJ.MenuUIManager.Update

```
graph LR; A[KJ.MenuUIManager.Update] --> B[KJ.PlayerDBManager.LoadGameData]; A --> C[KJ.MenuUIManager.PauseGame];
```

The diagram illustrates a call sequence. A gray box on the left, labeled 'KJ.MenuUIManager.Update', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'KJ.PlayerDBManager.LoadGameData'. The bottom arrow points to a white box labeled 'KJ.MenuUIManager.PauseGame'.

KJ.PlayerDBManager.LoadGameData

KJ.MenuUIManager.PauseGame