

KJ.EnemyBarsManager.Start

KJ.EnemyBarsManager.Update

KJ.EnemyBarsManager.Update
TargetUI

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graph LR; A[KJ.EnemyBarsManager.Start] --> C[KJ.EnemyBarsManager.Update<br/>TargetUI]; B[KJ.EnemyBarsManager.Update] --> C;
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The diagram illustrates a flow where two separate components, 'KJ.EnemyBarsManager.Start' and 'KJ.EnemyBarsManager.Update', both point to a single target component, 'KJ.EnemyBarsManager.Update TargetUI'. The target component is shaded gray, while the source components are white with black borders. Blue arrows indicate the direction of the flow from left to right.