

KJ.NetData.LoadPlayerDB

KJ.PlayerDBManager.SaveOr
UpdatePlayerData

KJ.UIDHelper.GenerateShortUID

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graph LR; A[KJ.NetData.LoadPlayerDB] --> C[KJ.UIDHelper.GenerateShortUID]; B[KJ.PlayerDBManager.SaveOrUpdatePlayerData] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, 'KJ.NetData.LoadPlayerDB' and 'KJ.PlayerDBManager.SaveOrUpdatePlayerData', are shown on the left. Blue arrows point from each of these source methods to a single target method, 'KJ.UIDHelper.GenerateShortUID', which is highlighted with a gray background on the right.