

RhythmSystemEntities.System.  
Timer.MusicTimer.Awake

RhythmSystemEntities.System.  
Timer.MusicTimer.MusicStop

RhythmSystemEntities.System.  
Timer.MusicTimer.Init

```
graph LR; A["RhythmSystemEntities.System.Timer.MusicTimer.Awake"] --> C["RhythmSystemEntities.System.Timer.MusicTimer.Init"]; B["RhythmSystemEntities.System.Timer.MusicTimer.MusicStop"] --> C;
```