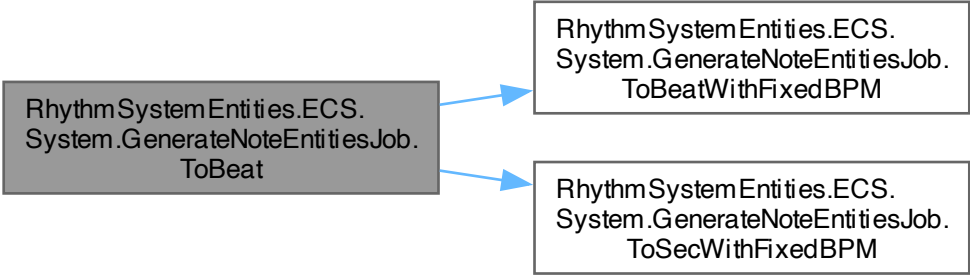


RhythmSystemEntities.ECS.  
System.GenerateNoteEntitiesJob.  
ToBeat



```
graph LR; A["RhythmSystemEntities.ECS.  
System.GenerateNoteEntitiesJob.  
ToBeat"] --> B["RhythmSystemEntities.ECS.  
System.GenerateNoteEntitiesJob.  
ToBeatWithFixedBPM"]; A --> C["RhythmSystemEntities.ECS.  
System.GenerateNoteEntitiesJob.  
ToSecWithFixedBPM"];
```

The diagram illustrates a workflow where a single job, 'RhythmSystemEntities.ECS.System.GenerateNoteEntitiesJob.ToBeat', is processed by two different methods. Two blue arrows originate from the right side of the grey box and point to the left sides of two white boxes. The top white box represents the 'ToBeatWithFixedBPM' method, and the bottom white box represents the 'ToSecWithFixedBPM' method.

RhythmSystemEntities.ECS.  
System.GenerateNoteEntitiesJob.  
ToBeatWithFixedBPM

RhythmSystemEntities.ECS.  
System.GenerateNoteEntitiesJob.  
ToSecWithFixedBPM