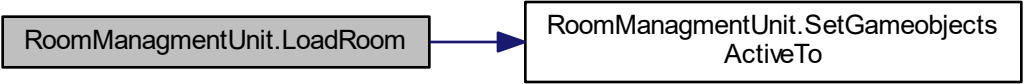


RoomManagmentUnit.LoadRoom



```
graph LR; A[RoomManagmentUnit.LoadRoom] --> B[RoomManagmentUnit.SetGameobjectsActiveTo]
```

RoomManagmentUnit.SetGameobjects
ActiveTo