

BaseRoomStyleRequest.WhenDone



```
graph LR; A[BaseRoomStyleRequest.WhenDone] --> B[RoomStyleResource.ApplyTo Gameobject]
```

A diagram showing a call from `BaseRoomStyleRequest.WhenDone` to `RoomStyleResource.ApplyTo Gameobject`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

RoomStyleResource.ApplyTo  
Gameobject