

PlayerHand.InvokeInResting
Position

PCPlayerHand.Start



```
graph LR; A[PCPlayerHand.Start] --> B[PlayerHand.InvokeInRestingPosition];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'PlayerHand.InvokeInResting Position' on two lines. The box on the right is white with a black border and contains the text 'PCPlayerHand.Start' on one line. A dark blue arrow points from the right box to the left box.