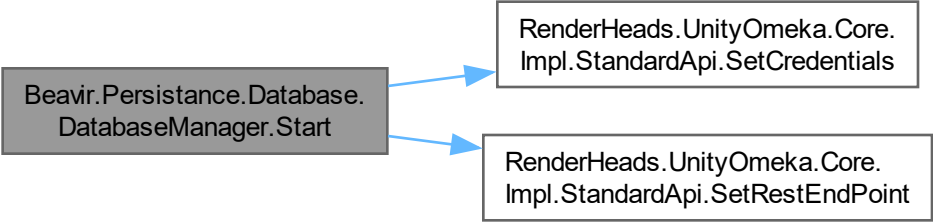


Beavir.Persistance.Database.  
DatabaseManager.Start



```
graph LR; A[Beavir.Persistance.Database.DatabaseManager.Start] --> B[RenderHeads.UnityOmeka.Core.Impl.StandardApi.SetCredentials]; A --> C[RenderHeads.UnityOmeka.Core.Impl.StandardApi.SetRestEndPoint];
```

RenderHeads.UnityOmeka.Core.  
Impl.StandardApi.SetCredentials

RenderHeads.UnityOmeka.Core.  
Impl.StandardApi.SetRestEndPoint