

RenderHeads.UnityOmeka.Components.  
OmekaClient.Awake

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graph LR; A[RenderHeads.UnityOmeka.Components.OmekaClient.Awake] --> B[RenderHeads.UnityOmeka.Core.Impl.StandardApi.SetCredentials]; A --> C[RenderHeads.UnityOmeka.Core.Impl.StandardApi.SetRestEndPoint];
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RenderHeads.UnityOmeka.Core.  
Impl.StandardApi.SetCredentials

RenderHeads.UnityOmeka.Core.  
Impl.StandardApi.SetRestEndPoint