

Beavir.Businesslogic.View
Models.Timeline.EnterTimelineBig

```
graph LR; A[Beavir.Businesslogic.View  
Models.Timeline.EnterTimelineBig] --> B[Beavir.Businesslogic.Utilities.  
ObjectEnabler.ActivateGameObject]; B --> C[Beavir.Businesslogic.Utilities.  
ObjectEnabler.ExecuteAfterTime];
```

Beavir.Businesslogic.Utilities.
ObjectEnabler.ActivateGameObject

Beavir.Businesslogic.Utilities.
ObjectEnabler.ExecuteAfterTime