

GameManager.OnDisable

GameManager.OnEnable

GameManager.ShowCommandsUI

```
graph LR; A[GameManager.OnDisable] --> C[GameManager.ShowCommandsUI]; B[GameManager.OnEnable] --> C;
```

The diagram illustrates a flow where two events, `GameManager.OnDisable` and `GameManager.OnEnable`, both trigger the `GameManager.ShowCommandsUI` method. The source boxes are white with black borders, and the target box is gray with a black border. Blue arrows indicate the direction of the calls.