

RenderHeads.UnityOmeka.Components.
OmekaClient.Awake

Beavir.Persistance.Database.
DatabaseManager.Start

RenderHeads.UnityOmeka.Core.
Impl.StandardApi.SetCredentials

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

The diagram illustrates a dependency or call flow. Two source boxes on the left point via blue arrows to a single target box on the right. The top source box is 'RenderHeads.UnityOmeka.Components.OmekaClient.Awake' and the bottom source box is 'Beavir.Persistance.Database.DatabaseManager.Start'. Both point to the target box 'RenderHeads.UnityOmeka.Core.Impl.StandardApi.SetCredentials'.