

CartoonFX.CFXR_Demo.Next
Effect

CartoonFX.CFXR_Demo.Previous
Effect

CartoonFX.CFXR_Demo.Play
AtIndex



```
graph LR; A[CartoonFX.CFXR_Demo.Next Effect] --> C[CartoonFX.CFXR_Demo.Play AtIndex]; B[CartoonFX.CFXR_Demo.Previous Effect] --> C;
```

The diagram illustrates a flow where two separate inputs, 'CartoonFX.CFXR_Demo.Next Effect' and 'CartoonFX.CFXR_Demo.Previous Effect', are directed towards a single output, 'CartoonFX.CFXR_Demo.Play AtIndex'. The output box is shaded gray, while the input boxes are white with black borders. Blue arrows indicate the direction of the flow from left to right.