

NotebookScript.OnEnable

NotebookScript.RefreshNotebook

NotebookScript.RefreshWeapons

```
graph LR; A[NotebookScript.OnEnable] --> B[NotebookScript.RefreshNotebook]; B --> C[NotebookScript.RefreshWeapons];
```

The diagram illustrates a sequence of three methods in a notebook script. It consists of three rectangular boxes arranged horizontally. The first box, labeled 'NotebookScript.OnEnable', is white with a black border. A blue arrow points from its right side to the second box, labeled 'NotebookScript.RefreshNotebook', which is also white with a black border. Another blue arrow points from the right side of the second box to the third box, labeled 'NotebookScript.RefreshWeapons', which is shaded gray with a black border.