

CharacterCreationUI.OnClose

CharacterCreationUI.OnStart

CharacterCreationUI.HideUI

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graph LR; A[CharacterCreationUI.OnClose] --> C[CharacterCreationUI.HideUI]; B[CharacterCreationUI.OnStart] --> C;
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The diagram illustrates a flow where two separate events, 'CharacterCreationUI.OnClose' and 'CharacterCreationUI.OnStart', both trigger the 'CharacterCreationUI.HideUI' method. The boxes for the source events are white with black borders, while the target box is shaded gray with a black border. Blue arrows indicate the direction of the flow from left to right.