

UserDataManager.Awake

```
graph LR; A[UserDataManager.Awake] --> B[UserDataManager.Init]; B --> C[UserDataManager.SkinData.Init];
```

The diagram illustrates a three-step process flow. It begins with a box labeled 'UserDataManager.Awake', followed by an arrow pointing to a box labeled 'UserDataManager.Init', which is then followed by another arrow pointing to a final box labeled 'UserDataManager.SkinData.Init'. The final box is shaded gray, indicating it is the current or final step in the sequence.

UserDataManager.Init

UserDataManager.SkinData.Init