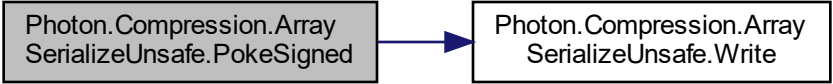


Photon.Compression.Array  
SerializeUnsafe.PokeSigned



```
graph LR; A[Photon.Compression.Array  
SerializeUnsafe.PokeSigned] --> B[Photon.Compression.Array  
SerializeUnsafe.Write]
```

Photon.Compression.Array  
SerializeUnsafe.Write