

Photon.Pun.Simple.VitalUI.
Awake

Photon.Pun.Simple.VitalUI.
Reset

Photon.Pun.Simple.VitalUI.
FindUIElements

```
graph LR; A[Photon.Pun.Simple.VitalUI. Awake] --> C[Photon.Pun.Simple.VitalUI. FindUIElements]; B[Photon.Pun.Simple.VitalUI. Reset] --> C;
```