

Photon.Pun.Simple.VitalUIBase.
ApplyVitalsSource



```
graph LR; A[Photon.Pun.Simple.VitalUIBase.  
ApplyVitalsSource] --> B[Photon.Pun.Simple.VitalUIBase.  
Recalculate];
```

Photon.Pun.Simple.VitalUIBase.
Recalculate