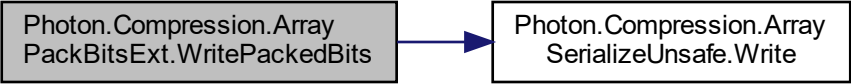


Photon.Compression.Array
PackBitsExt.WritePackedBits



```
graph LR; A["Photon.Compression.Array<br/>PackBitsExt.WritePackedBits"] --> B["Photon.Compression.Array<br/>SerializeUnsafe.Write"]
```

Photon.Compression.Array
SerializeUnsafe.Write