

Launcher.OnClick_Ready

Launcher.OnPlayerProperties
Update

Launcher.CheckAllPlayers
Ready

```
graph LR; A[Launcher.OnClick_Ready] --> C[Launcher.CheckAllPlayers Ready]; B[Launcher.OnPlayerProperties Update] --> C;
```

The diagram illustrates a flow where two separate events, 'Launcher.OnClick_Ready' and 'Launcher.OnPlayerProperties Update', both trigger the 'Launcher.CheckAllPlayers Ready' function. The function box is shaded gray, while the event boxes are white with black borders. Blue arrows indicate the direction of the flow from the events to the function.