

Photon.Compression.Transform
Crusher.CheckAgainstStatics

Photon.Compression.Element
Crusher.GetStaticPositionCrusher

Photon.Compression.Element
Crusher.GetStaticQuatCrusher

Photon.Compression.Element
Crusher.CheckAgainstStatics

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graph LR; A[Photon.Compression.Transform Crusher.CheckAgainstStatics] --> D[Photon.Compression.Element Crusher.CheckAgainstStatics]; B[Photon.Compression.Element Crusher.GetStaticPositionCrusher] --> D; C[Photon.Compression.Element Crusher.GetStaticQuatCrusher] --> D;
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The diagram illustrates a dependency or call structure. Three source boxes on the left point to a single target box on the right. The target box is shaded gray, while the source boxes are white. The arrows are blue and point from the bottom-right of the first box, the right side of the second box, and the top-right of the third box to the left side of the target box.