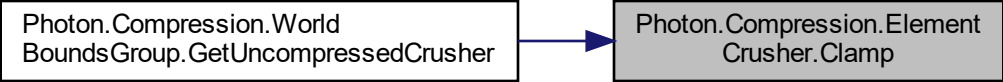


Photon.Compression.World  
BoundsGroup.GetUncompressedCrusher



```
graph LR; A[Photon.Compression.World  
BoundsGroup.GetUncompressedCrusher] --> B[Photon.Compression.Element  
Crusher.Clamp];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow pointing from left to right. The left box is white with a black border and contains the text 'Photon.Compression.World' on the first line and 'BoundsGroup.GetUncompressedCrusher' on the second line. The right box is gray with a black border and contains the text 'Photon.Compression.Element' on the first line and 'Crusher.Clamp' on the second line. A blue arrow points from the right side of the left box to the left side of the right box.

Photon.Compression.Element  
Crusher.Clamp