

Photon.Pun.Simple.VitalUIBase.
OnVitalValueChange

Photon.Pun.Simple.VitalUIBase.
Start

Photon.Pun.Simple.VitalUIBase.
UpdateGraphics

```
graph LR; A[Photon.Pun.Simple.VitalUIBase.OnVitalValueChange] --> C[Photon.Pun.Simple.VitalUIBase.UpdateGraphics]; B[Photon.Pun.Simple.VitalUIBase.Start] --> C;
```

The diagram illustrates a flow where two separate methods, 'OnVitalValueChange' and 'Start', both trigger the 'UpdateGraphics' method. The 'UpdateGraphics' method is highlighted in a grey box, indicating it is the common outcome or the method being updated by both inputs.