

LouiEriksson::Ball
::Begin

LouiEriksson::Plane
::Begin

LouiEriksson::Renderer
::SetMesh

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graph LR; A[LouiEriksson::Ball::Begin] --> C[LouiEriksson::Renderer::SetMesh]; B[LouiEriksson::Plane::Begin] --> C;
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The diagram illustrates a sequence of operations. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'LouiEriksson::Ball::Begin' and the bottom box contains 'LouiEriksson::Plane::Begin'. On the right, a gray rectangular box contains the text 'LouiEriksson::Renderer::SetMesh'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'Ball::Begin' and 'Plane::Begin' operations lead to the 'Renderer::SetMesh' operation.