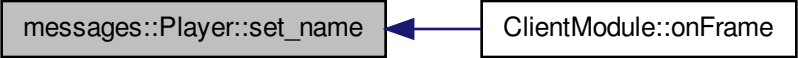


messages::Player::set_name

ClientModule::onFrame



```
graph LR; A[ClientModule::onFrame] --> B[messages::Player::set_name];
```

The diagram illustrates a function call. A box on the right, labeled 'ClientModule::onFrame', has a blue arrow pointing to a box on the left, labeled 'messages::Player::set_name'. The left box has a light gray background, while the right box has a white background. Both boxes have a black border.