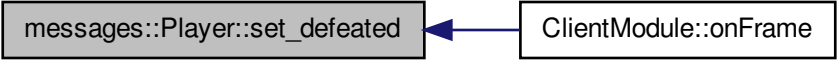


messages::Player::set_defeated



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

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'messages::Player::set_defeated'. The box on the right is white and contains the text 'ClientModule::onFrame'. A dark blue arrow points from the right box to the left box, indicating a call or message passing from 'ClientModule::onFrame' to 'messages::Player::set_defeated'.

ClientModule::onFrame