

messages::Player::set_race



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'messages::Player::set_race'. The box on the right is white and contains the text 'ClientModule::onFrame'. A dark blue arrow points from the right side of the white box to the left side of the gray box.

ClientModule::onFrame