

messages::Player::set_supplyused



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

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'messages::Player::set_supplyused'. 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, indicating a call or message passing from 'ClientModule::onFrame' to 'messages::Player::set_supplyused'.

ClientModule::onFrame