


Weapon::setMaterial



```
graph LR; A[Weapon::setMaterial] --> B[Item::setMaterial]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Weapon::setMaterial'. The right box is white with a black border and contains the text 'Item::setMaterial'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Item::setMaterial