

BodyGraphViewer::CreateNew  
Graph



```
graph LR; A[BodyGraphViewer::CreateNewGraph] --> B[CreatureBody::setName]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BodyGraphViewer::CreateNewGraph' on two lines. The right box is white with a black border and contains the text 'CreatureBody::setName' on one line. A dark blue arrow points from the right side of the gray box to the left side of the white box.

CreatureBody::setName