

socketServer.Player.Player



```
graph LR; A[socketServer.Player.Player] --> B[socketServer.Player.setup]
```

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

socketServer.Player.setup