


Enemy::SetState



```
graph LR; A[Enemy::SetState] --> B[Model::SetState]
```

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

Model::SetState