

setDamage



```
graph LR; A[setDamage] --> B[helpz.Constants.Towers.get Damage];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'setDamage'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'helpz.Constants.Towers.get' on the top line and 'Damage' on the bottom line.

helpz.Constants.Towers.get
Damage