

Personnage\setStuff\_4



```
graph LR; A[Personnage\setStuff_4] --> B[Personnage\stuff_4]
```

A diagram illustrating a mapping or transformation. On the left, a gray rectangular box contains the text 'Personnage\setStuff\_4'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'Personnage\stuff\_4'. Both boxes have a black border.

Personnage\stuff\_4