

Personnage\setStuff_1



```
graph LR; A[Personnage\setStuff_1] --> B[Personnage\stuff_1]
```

A diagram showing a mapping from a source to a target. The source is a gray rectangular box containing the text 'Personnage\setStuff_1'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box containing the text 'Personnage\stuff_1'. Both boxes have a black border.

Personnage\stuff_1