

Beavir.Businesslogic.Models.  
Player.ChangePosition

```
graph LR; A[Beavir.Businesslogic.Models.Player.ChangePosition] --> B[Beavir.Businesslogic.Models.Player.DisableMovement]; A --> C[Beavir.Businesslogic.Models.Player.EnableMovement];
```

The diagram illustrates a method call. A gray box on the left contains the text 'Beavir.Businesslogic.Models.Player.ChangePosition'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'Beavir.Businesslogic.Models.Player.DisableMovement'. The bottom arrow points to another white box containing 'Beavir.Businesslogic.Models.Player.EnableMovement'.

Beavir.Businesslogic.Models.  
Player.DisableMovement

Beavir.Businesslogic.Models.  
Player.EnableMovement