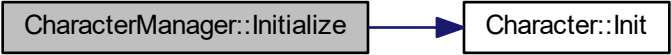


CharacterManager::Initialize



```
graph LR; A[CharacterManager::Initialize] --> B[Character::Init]
```

A diagram showing a call from `CharacterManager::Initialize` to `Character::Init`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

Character::Init