

TiXmlString::operator=

TiXmlString::operator=

TiXmlString::assign

```
graph LR; A[TiXmlString::operator=] --> C[TiXmlString::assign]; B[TiXmlString::operator=] --> C;
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The diagram illustrates a mapping from the C++ assignment operator to a specific function. On the left, there are two identical white rectangular boxes, each containing the text 'TiXmlString::operator='. Blue arrows point from the right side of each box to a single gray rectangular box on the right, which contains the text 'TiXmlString::assign'.