

CPlayerAssetType::Load

```
graph LR; A[CPlayerAssetType::Load] --> B[CPlayerCapability::NameToType]; A --> C[CLineDataSource::Read];
```

The diagram illustrates a function call sequence. A central box labeled 'CPlayerAssetType::Load' has two arrows pointing to the right. The top arrow points to a box labeled 'CPlayerCapability::NameToType', and the bottom arrow points to a box labeled 'CLineDataSource::Read'.

CPlayerCapability::
NameToType

CLineDataSource::Read