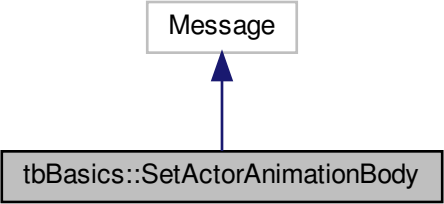


Message



```
graph BT; A[tbBasics::SetActorAnimationBody] --> B[Message];
```

tbBasics::SetActorAnimationBody