

getActorTypeFromPlanningKey



```
graph LR; A[getActorTypeFromPlanningKey] --> B[CommonGLPI\getType]
```

A diagram showing a mapping from the function `getActorTypeFromPlanningKey` to the function `CommonGLPI\getType`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second box.

CommonGLPI\getType