

AMainPlayer::SetNameAndCity



```
graph LR; A[AMainPlayer::SetNameAndCity] --> B[AMainPlayer::ServerSetNameAndCity]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'AMainPlayer::SetNameAndCity'. The right box is white with a black border and contains the text 'AMainPlayer::ServerSetNameAndCity'.

AMainPlayer::ServerSetName  
AndCity