

MNL::MnSkinnedMeshRenderer
::SetMaterial



```
graph LR; WinMain[WinMain] --> MNL[MNL::MnSkinnedMeshRenderer::SetMaterial];
```

The diagram illustrates a function call. On the right, a white rectangular box with a black border is labeled "WinMain". A dark blue arrow points from the right side of this box to the right side of a larger, gray rectangular box with a black border on the left. This gray box contains the text "MNL::MnSkinnedMeshRenderer" on the top line and "::SetMaterial" on the bottom line, indicating the target of the call.

WinMain