

destruction.Data.SetPattern



```
graph BT; A[destruction.Data.SetPatternGlass] --> B[destruction.Data.SetPattern]; C[destruction.Data.SetPatternWall] --> B; D[destruction.Data.SetPatternWallBroken] --> B;
```

destruction.Data.SetPatternGlass

destruction.Data.SetPatternWall

destruction.Data.SetPatternWallBroken