


calenhad::legend::Legend
Entry::setKey



```
graph LR; A["calenhad::legend::Legend<br/>Entry::setKey"] --> B["calenhad::legend::Legend<br/>Entry::key"]
```

A diagram showing a call from the `setKey` method to the `key` property. It consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is shaded gray and contains the text `calenhad::legend::Legend` and `Entry::setKey`. The right box is white and contains the text `calenhad::legend::Legend` and `Entry::key`.

calenhad::legend::Legend
Entry::key