

main



```
graph LR; main[main] --> DataModel[DataModel::setAnimationManager];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is white with a black border and contains the text 'main'. The box on the right is gray with a black border and contains the text 'DataModel::setAnimationManager'. A dark blue arrow points from the right side of the 'main' box to the left side of the 'DataModel::setAnimationManager' box.

DataModel::setAnimationManager