

SOCmnString::setUTF8



```
graph LR; A[SOCmnString::setUTF8] --> B[SOCmnString::setCHAR];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'SOCmnString::setUTF8'. The right box is gray with a black border and contains the text 'SOCmnString::setCHAR'.

SOCmnString::setCHAR