

SOCmnTrace::setTraceHandler

```
graph LR; A[SOCmnTrace::setTraceHandler] --> B[SOCmnObject::addRef]; A --> C[SOCmnObject::release];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'SOCmnTrace::setTraceHandler'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box on the right containing the text 'SOCmnObject::addRef'. The bottom arrow points to another white rectangular box on the right, positioned below the first one, containing the text 'SOCmnObject::release'.

SOCmnObject::addRef

SOCmnObject::release