

leveldb::VersionEdit
::SetComparatorName



```
graph LR; A["leveldb::VersionEdit::SetComparatorName"] --> B["leveldb::Slice::ToString"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'leveldb::VersionEdit' on the first line and '::SetComparatorName' on the second line. The right box is white with a black border and contains the text 'leveldb::Slice::ToString'. A solid blue arrow points from the right side of the left box to the left side of the right box.

leveldb::Slice::ToString