

MB2D.SetASTNode.Handle

```
graph LR; A[MB2D.SetASTNode.Handle] --> B[MB2D.MBCConsole.Write]; A --> C[MB2D.MBCConsole.AddVar];
```

The diagram illustrates a function call sequence. A central box on the left, labeled 'MB2D.SetASTNode.Handle', has two arrows pointing to the right. The top arrow points to a box labeled 'MB2D.MBCConsole.Write', and the bottom arrow points to a box labeled 'MB2D.MBCConsole.AddVar'. The central box is shaded gray, while the two destination boxes are white.

MB2D.MBCConsole.Write

MB2D.MBCConsole.AddVar