

SCharacter::getTeam

Server::main_loop

main



```
graph RL; main --> Server::main_loop; Server::main_loop --> SCharacter::getTeam;
```

The diagram illustrates a call graph with three nodes arranged horizontally from right to left. The rightmost node is labeled 'main'. A blue arrow points from 'main' to the middle node, labeled 'Server::main_loop'. Another blue arrow points from 'Server::main_loop' to the leftmost node, labeled 'SCharacter::getTeam'. The 'SCharacter::getTeam' node is shaded gray, while the other two are white.