

light_chat_eval.worlds.Light
EvalTestWorld.block_loop



```
graph LR; A["light_chat_eval.worlds.Light  
EvalTestWorld.block_loop"] --> B["light_chat_eval.worlds.is  
_disconnected"]
```

A diagram consisting of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'light_chat_eval.worlds.Light EvalTestWorld.block_loop'. The right box is white and contains the text 'light_chat_eval.worlds.is _disconnected'. A dark blue arrow points from the right side of the left box to the left side of the right box.

light_chat_eval.worlds.is
_disconnected