

Piece::setIrrlichtPos

```
graph RL; Echiquier_upgrade[Piece::setIrrlichtPos] --> Echiquier_upgradePion[Echiquier::upgradePion]; Echiquier_upgradePion --> Echiquier_chargerPartie[Echiquier::chargerPartie];
```

The diagram illustrates a sequence of calls to the `Piece::setIrrlichtPos` method. On the left, a gray box contains the text `Piece::setIrrlichtPos`. On the right, two white boxes are stacked vertically. The top box contains `Echiquier::upgradePion` and the bottom box contains `Echiquier::chargerPartie`. Two blue arrows point from the right side of the top box to the right side of the gray box, and from the right side of the bottom box to the right side of the gray box, indicating that both methods call `Piece::setIrrlichtPos`.

Echiquier::upgradePion

Echiquier::chargerPartie