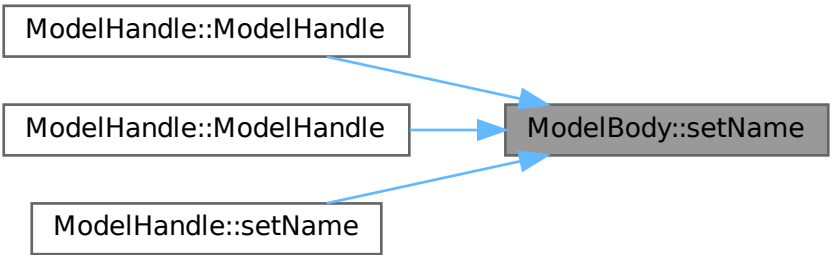


ModelHandle::ModelHandle

ModelHandle::ModelHandle

ModelHandle::setName

ModelBody::setName



```
graph LR; A[ModelHandle::ModelHandle] --> D[ModelBody::setName]; B[ModelHandle::ModelHandle] --> D; C[ModelHandle::setName] --> D;
```