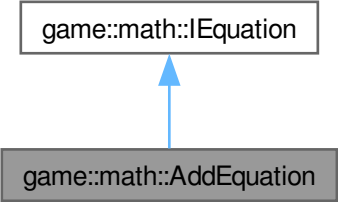


game::math::IEquation



```
graph BT; A[game::math::AddEquation] --> B[game::math::IEquation]
```

game::math::AddEquation