

GameObjectManager::
AddGameObjectBaseToArray



```
graph LR; A[GameObjectManager::AddGameObjectBaseToArray] --> B[LimitedPointerArray::AddToArray]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameObjectManager::AddGameObjectBaseToArray'. The right box is white and contains the text 'LimitedPointerArray::AddToArray'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

LimitedPointerArray
::AddToArray