


BGE::VRGame::GravityGun



```
graph LR; A[BGE::VRGame::GravityGun] --> B[BGE::GLToBtVector]
```

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

BGE::GLToBtVector