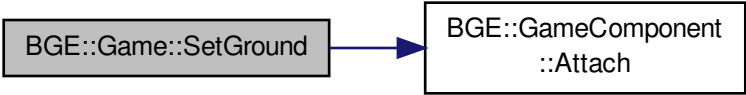


BGE::Game::SetGround



```
graph LR; A[BGE::Game::SetGround] --> B[BGE::GameComponent::Attach]
```

A diagram showing a call from `BGE::Game::SetGround` to `BGE::GameComponent::Attach`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

BGE::GameComponent
::Attach