

BGE::GameComponent

```
classDiagram
    BGE::Cylinder --|> BGE::GameComponent
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border containing the text "BGE::GameComponent". Below it is a gray rectangular box with a black border containing the text "BGE::Cylinder". A blue arrow points vertically from the top of the "BGE::Cylinder" box to the bottom of the "BGE::GameComponent" box, indicating that "BGE::Cylinder" inherits from "BGE::GameComponent".

BGE::Cylinder