

BGE::GameComponent

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

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'BGE::GameComponent'. The bottom box is gray with a black border and contains the text 'BGE::VectorDrawer'. A blue arrow points vertically from the top center of the bottom box to the bottom center of the top box, indicating an inheritance relationship where BGE::VectorDrawer inherits from BGE::GameComponent.

BGE::VectorDrawer