


_3DEngine::addSimulatable



```
graph LR; A["_3DEngine::addSimulatable"] --> B["_3DEngine::addUpdatable"]
```

A diagram showing a call from the function `_3DEngine::addSimulatable` to the function `_3DEngine::addUpdatable`. The first box is gray and the second is white, connected by a blue arrow.

_3DEngine::addUpdatable