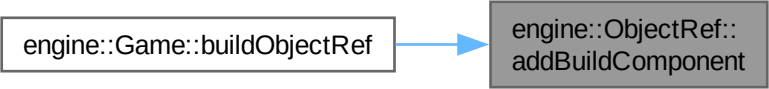


engine::Game::buildObjectRef



```
graph LR; A[engine::Game::buildObjectRef] --> B[engine::ObjectRef::addBuildComponent]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'engine::Game::buildObjectRef'. The right box is gray with a black border and contains the text 'engine::ObjectRef::addBuildComponent'.

engine::ObjectRef::  
addBuildComponent