

engine::Game::buildObjectRef

engine::Scene::Scene

engine::ObjectRef::
setName

```
graph LR; A[engine::Game::buildObjectRef] --> C[engine::ObjectRef::setName]; B[engine::Scene::Scene] --> C;
```

The diagram illustrates a dependency or call relationship. Two source functions, 'engine::Game::buildObjectRef' and 'engine::Scene::Scene', are shown in white boxes on the left. Two blue arrows originate from these boxes and point to a target function, 'engine::ObjectRef::setName', which is shown in a gray box on the right. The target function is also labeled with 'setName' on a second line.