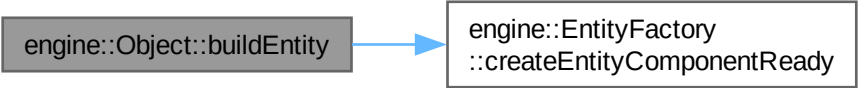


engine::Object::buildEntity



```
graph LR; A[engine::Object::buildEntity] --> B[engine::EntityFactory::createEntityComponentReady]
```

engine::EntityFactory
::createEntityComponentReady