

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 nodes, 'engine::Game::buildObjectRef' and 'engine::Scene::Scene', are shown on the left. Two blue arrows originate from these nodes and point towards a single target node on the right, 'engine::ObjectRef::setName'. The target node is shaded gray, while the source nodes are white with black borders.