

```
engine::ScriptEnvironment  
::buildCoreLibrary
```



```
graph LR; A[engine::ScriptEnvironment::buildCoreLibrary] --> B[game_register]
```

A diagram showing a call from the `engine::ScriptEnvironment::buildCoreLibrary` function to the `game_register` function. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

```
game_register
```