

```
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 call is represented by a blue arrow pointing from the left box to the right box.

```
game_register
```