

engine\_components::  
Sprite::buildComponent



```
graph LR; A["engine_components::  
Sprite::buildComponent"] --> B["engine::Registry::add  
_component"]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box has a gray background and contains the text 'engine\_components::' followed by 'Sprite::buildComponent' on the next line. The right box has a white background and contains the text 'engine::Registry::add' followed by '\_component' on the next line. The blue arrow originates from the right side of the left box and points to the left side of the right box.

engine::Registry::add  
\_component