


engine::Game::buildObjectRef



```
graph LR; A[engine::Game::buildObjectRef] --> B[engine::Object::buildEntity];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a dark border and contains the text 'engine::Game::buildObjectRef'. The right box is gray with a dark border and contains the text 'engine::Object::buildEntity'.

engine::Object::buildEntity