

EntitiesMaster.RegisterEntity

EntitiesMaster.Unregister
Entity

Logger.EntitiesMasterDebug

```
graph LR; A[EntitiesMaster.RegisterEntity] --> C[Logger.EntitiesMasterDebug]; B[EntitiesMaster.UnregisterEntity] --> C;
```

The diagram illustrates a logging mechanism. Two methods, 'EntitiesMaster.RegisterEntity' and 'EntitiesMaster.UnregisterEntity', are shown on the left. Arrows from both methods point to a single logger component, 'Logger.EntitiesMasterDebug', on the right. The logger component is highlighted with a gray background, while the method boxes have white backgrounds.