

SDLDisplayProgram::
PyAddCollideComponent



```
graph LR; A[SDLDisplayProgram::PyAddCollideComponent] --> B[GamePlayState::addToColliderList]
```

A diagram showing a call from the function `SDLDisplayProgram::PyAddCollideComponent` to the function `GamePlayState::addToColliderList`. A blue arrow points from the left box to the right box.

GamePlayState::addToColliderList