


Universe::AddSolid



```
graph LR; A[Universe::AddSolid] --> B[Universe::AddSolids]
```

A diagram illustrating a function call. On the left, a gray rectangular box with a black border contains the text "Universe::AddSolid". A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text "Universe::AddSolids".

Universe::AddSolids