


Box2DWorld::getAllEntity
InChunk

GetEntitys::onPacket



```
graph LR; A[GetEntitys::onPacket] --> B[Box2DWorld::getAllEntityInChunk]
```

A diagram showing a call from `GetEntitys::onPacket` to `Box2DWorld::getAllEntityInChunk`. The call is represented by a blue arrow pointing from the right box to the left box.