

GameEntity::AddDefaultTransform

```
graph LR; A[GameEntity::AddDefaultTransform] --> B[GameEntity::GetComponent]; B --> B;
```

The diagram illustrates a sequence of operations. It begins with a gray rectangular box containing the text 'GameEntity::AddDefaultTransform'. A straight blue arrow points from the right side of this box to a white rectangular box with a black border containing the text 'GameEntity::GetComponent'. Above the 'GameEntity::GetComponent' box, a curved blue arrow starts and ends at the same box, indicating a self-loop or a recursive call.

GameEntity::GetComponent