

GameEntity::SetRenderable

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

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

GameEntity::GetComponent