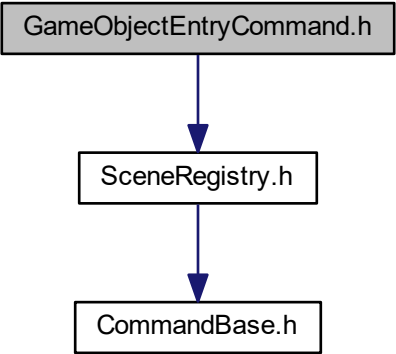


GameObjectEntryCommand.h



```
graph TD; A[GameObjectEntryCommand.h] --> B[SceneRegistry.h]; B --> C[CommandBase.h];
```

SceneRegistry.h

CommandBase.h