

GameObject::ConnectToScene



```
graph LR; A[GameObject::ConnectToScene] --> B[GameObject::SceneEntry]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameObject::ConnectToScene'. The right box is white and contains the text 'GameObject::SceneEntry'. A blue arrow points from the right side of the gray box to the left side of the white box.

GameObject::SceneEntry