

GameFactory::RegisterLayer
Producer



```
graph LR; main[main] --> GFLP[GameFactory::RegisterLayer Producer];
```

The diagram consists of two rectangular boxes. The box on the left is gray with a black border and contains the text 'GameFactory::RegisterLayer' on the top line and 'Producer' on the bottom line. The box on the right is white with a black border and contains the text 'main'. A dark blue arrow points from the right side of the 'main' box to the right side of the gray box.

main