

GameObject::Load

ScriptingEngine::NewState

CStaticMesh::AssignModel
ByKey

```
graph LR; A[GameObject::Load] --> C[CStaticMesh::AssignModel ByKey]; B[ScriptingEngine::NewState] --> C;
```

The diagram illustrates a dependency or call relationship. Two white rectangular boxes on the left, labeled 'GameObject::Load' and 'ScriptingEngine::NewState', have blue arrows pointing to a single gray rectangular box on the right labeled 'CStaticMesh::AssignModel ByKey'. The gray box is larger and contains two lines of text.