

com.ychstudio.builders.Actor
Builder.init

```
graph LR; A["com.ychstudio.builders.Actor  
Builder.init"] --> B["com.ychstudio.gamesys.Game  
Manager.getAssetManager"]; A --> C["com.ychstudio.gamesys.Game  
Manager.getInstance"]
```

com.ychstudio.gamesys.Game
Manager.getAssetManager

com.ychstudio.gamesys.Game
Manager.getInstance