

RenderManagerAPI::AddObject



```
graph LR; A[RenderManagerAPI::AddObject] --> B[LuaObjectInstanceManager::GetInstance]
```

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

LuaObjectInstanceManager
::GetInstance