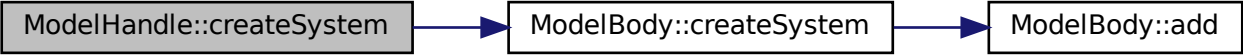


ModelHandle::createSystem



```
graph LR; A[ModelHandle::createSystem] --> B[ModelBody::createSystem]; B --> C[ModelBody::add];
```

ModelBody::createSystem

ModelBody::add