


Pipe::Pipe



```
graph LR; A[Pipe::Pipe] --> B[GameObject::set_finals]
```

A diagram showing a call from the `Pipe::Pipe` function to the `GameObject::set_finals` function. The `Pipe::Pipe` box is shaded gray, and the `GameObject::set_finals` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

GameObject::set\_finals