

GameObject::GetType



```
graph LR; A[GameObject::GetType] --> B["GameObject::TypeID  
::GameObject"]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is shaded gray and contains the text 'GameObject::GetType'. The right box is white and contains the text 'GameObject::TypeID' on the top line and '::GameObject' on the bottom line.

GameObject::TypeID  
::GameObject