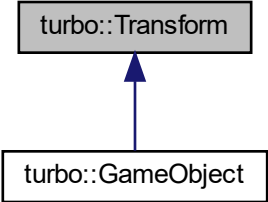


turbo::Transform



```
graph BT; A[turbo::GameObject] --> B[turbo::Transform];
```

turbo::GameObject