

Object

```
graph BT; Cue[Cue] --> GL_object_container[GL_object_container]; GL_object_container --> GL_object[GL_object]; GL_object --> Object[Object];
```

The diagram illustrates a four-level hierarchy. At the base is a solid rectangular box labeled 'Cue'. An upward-pointing arrow connects 'Cue' to a solid rectangular box labeled 'GL\_object\_container'. Another upward-pointing arrow connects 'GL\_object\_container' to a solid rectangular box labeled 'GL\_object'. A final upward-pointing arrow connects 'GL\_object' to a dashed rectangular box labeled 'Object' at the top.

GL\_object

GL\_object\_container

Cue