

World::DeleteEntity



```
graph LR; A[World::DeleteEntity] --> B[RenderingEngine::EraseRef FromBuffer]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'World::DeleteEntity'. The right box is white with a black border and contains the text 'RenderingEngine::EraseRef' on the top line and 'FromBuffer' on the bottom line. A dark blue arrow points from the right side of the left box to the left side of the right box.

RenderingEngine::EraseRef  
FromBuffer