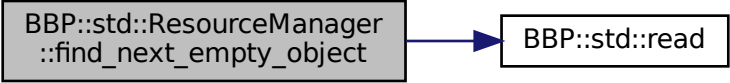


BBP::std::ResourceManager
::find_next_empty_object



```
graph LR; A[BBP::std::ResourceManager::find_next_empty_object] --> B[BBP::std::read];
```

BBP::std::read