

LouiEriksson::GameObject
::RemoveComponent



```
graph LR; A[LouiEriksson::GameObject::RemoveComponent] --> B[LouiEriksson::HashMap::Get]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'LouiEriksson::GameObject::RemoveComponent'. The right box is white with a black border and contains the text 'LouiEriksson::HashMap::Get'. A blue arrow points from the right side of the left box to the left side of the right box.

LouiEriksson::HashMap::Get