

GameMakerGUI::FindTransform

```
graph LR; A[GameMakerGUI::FindTransform] --> B[GameObject::AddComponent]; A --> C[GameObject::ListComponents];
```

The diagram illustrates a function call from `GameMakerGUI::FindTransform` to two methods of the `GameObject` class. The source function is represented by a grey box on the left, and the two target methods are represented by white boxes on the right. Two blue arrows originate from the right side of the grey box, pointing to the left side of each white box, indicating the direction of the call.

GameObject::AddComponent

GameObject::ListComponents