

Renderer::SetWorldViewProjection2D

```
graph LR; A[Renderer::SetWorldViewProjection2D] --> B[Application::GetHeight]; A --> C[Application::GetWidth];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'Renderer::SetWorldViewProjection2D'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Application::GetHeight'. The bottom arrow points to a white rectangular box containing 'Application::GetWidth'. The boxes have thin black borders.

Application::GetHeight

Application::GetWidth