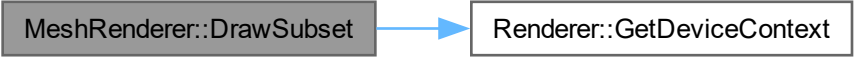


MeshRenderer::DrawSubset



```
graph LR; A[MeshRenderer::DrawSubset] --> B[Renderer::GetDeviceContext]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is filled with a dark gray color and contains the text 'MeshRenderer::DrawSubset'. The right box is white with a thin black border and contains the text 'Renderer::GetDeviceContext'. A solid blue arrow points from the right side of the left box to the left side of the right box, indicating a directional relationship or call between the two components.

Renderer::GetDeviceContext