


ch.innovazion.arionide.ui.render.  
RenderingQueue.getStateDifference



```
graph LR; A[ch.innovazion.arionide.ui.render.  
RenderingQueue.getStateDifference] --> B[ch.innovazion.arionide.ui.render.  
Primitive.getStateFingerprint];
```

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Primitive.getStateFingerprint