

ch.innovazion.arionide.ui.layout.  
Surface.getPreferedRenderingSystem



```
graph LR; A["ch.innovazion.arionide.ui.layout.  
Surface.getPreferedRenderingSystem"] --> B["ch.innovazion.arionide.ui.  
AppDrawingContext.getRendering  
System"]
```

ch.innovazion.arionide.ui.  
AppDrawingContext.getRendering  
System