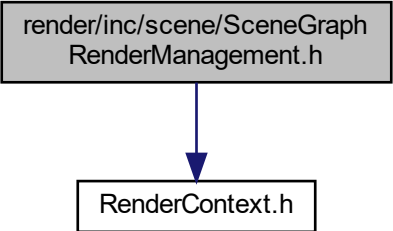


render/inc/scene/SceneGraph
RenderManagement.h



```
graph TD; A[render/inc/scene/SceneGraph  
RenderManagement.h] --> B[RenderContext.h]
```

A diagram showing a dependency. A gray rectangular box at the top contains the text "render/inc/scene/SceneGraph" and "RenderManagement.h". A blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box below it. The white box contains the text "RenderContext.h".

RenderContext.h