

BARE2D::App::run

```
graph LR; A[BARE2D::App::run] --> B[BARE2D::Timer::integrate Frame];
```

A diagram showing a call from `BARE2D::App::run` to `BARE2D::Timer::integrate Frame`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

BARE2D::Timer::integrate
Frame