


BARE2D::TexturelessRenderer
::preRender



```
graph LR; A[BARE2D::TexturelessRenderer::preRender] --> B[BARE2D::ShaderProgram::setUniformMatrix];
```

A diagram showing a call from BARE2D::TexturelessRenderer::preRender to BARE2D::ShaderProgram::setUniformMatrix. The first box is gray and the second is white, connected by a blue arrow.

BARE2D::ShaderProgram
::setUniformMatrix