

BARE2D::Renderer::render



```
graph LR; A[BARE2D::Renderer::render] --> B[BARE2D::Renderer::createRenderBatches]
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "BARE2D::Renderer::render". A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a black border and contains the text "BARE2D::Renderer::createRenderBatches" on two lines.

BARE2D::Renderer::create  
RenderBatches