


BARE2D::TexturelessRenderer
::preRender



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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