

rtype::GameEngine::init



```
graph LR; A[rtype::GameEngine::init] --> B[rtype::engine::Window::CreateWindow];
```

A diagram showing a call from `rtype::GameEngine::init` to `rtype::engine::Window::CreateWindow`. 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.

rtype::engine::Window
::CreateWindow