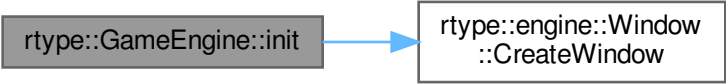


rtype::GameEngine::init



```
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 gray and the second is white, connected by a blue arrow.

rtype::engine::Window
::CreateWindow