

GLObject::renderProc



```
graph LR; A[GLObject::renderProc] --> B[Transformable::getTransformationMatrix];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'GLObject::renderProc'. The right box is gray with a black border and contains the text 'Transformable::getTransformationMatrix' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

Transformable::getTransformation
Matrix