

GLObject::renderProc



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

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a dark gray border and contains the text 'GLObject::renderProc'. The right box is gray with a dark gray border and contains the text 'GLObject::glDrawCall'.

GLObject::glDrawCall