

Bullet::isOnRenderArea



```
graph LR; A[Bullet::isOnRenderArea] --> B[Bullet::getPosition]
```

A diagram showing a call from the function `Bullet::isOnRenderArea` to the function `Bullet::getPosition`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

Bullet::getPosition