


RenderSystem::RenderSystem



```
graph LR; A[RenderSystem::RenderSystem] --> B[System::RequireComponent]; B --> C[Component::GetId];
```

The diagram illustrates a sequence of three components connected by arrows. The first component, 'RenderSystem::RenderSystem', is highlighted with a gray background. It points to the second component, 'System::RequireComponent', which has a white background. The second component points to the third component, 'Component::GetId', which also has a white background. All components are enclosed in rectangular boxes with black borders.

System::RequireComponent

Component::GetId