

CharacterManager::Draw



```
graph LR; A[CharacterManager::Draw] --> B[Character::Draw]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CharacterManager::Draw'. The right box is white and contains the text 'Character::Draw'. A blue arrow points from the right side of the gray box to the left side of the white box.

Character::Draw