

BossBulletC::drawParticles



```
graph LR; A[BossBulletC::drawParticles] --> B[ParticleSystem::drawParticles]
```

A diagram illustrating a function call. On the left, a gray rectangular box with a black border contains the text "BossBulletC::drawParticles". A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right, which contains the text "ParticleSystem::drawParticles".

ParticleSystem::drawParticles