

SpriteComponent::Render



```
graph LR; A[SpriteComponent::Render] --> B[GameObjectState::IsFlipSprite Needed];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The first box on the left is white with a black border and contains the text 'SpriteComponent::Render'. A blue arrow points from the right side of this box to the left side of a second box. The second box is gray with a black border and contains the text 'GameObjectState::IsFlipSprite' on the top line and 'Needed' on the bottom line.

GameObjectState::IsFlipSprite  
Needed