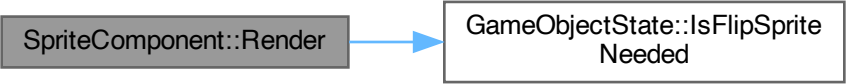


SpriteComponent::Render



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

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "SpriteComponent::Render". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "GameObjectState::IsFlipSprite Needed".

GameObjectState::IsFlipSprite
Needed