

Barracks::render

```
graph LR; A[Barracks::render] --> B[Building::render]; B --> C[ParticleSystem::render];
```

The diagram illustrates a sequence of three rendering calls. The first call, 'Barracks::render', is highlighted with a gray background. It points via a blue arrow to the second call, 'Building::render', which has a white background. This second call then points via another blue arrow to the third call, 'ParticleSystem::render', also with a white background. All three calls are contained within rectangular boxes with dark gray borders.

Building::render

ParticleSystem::render