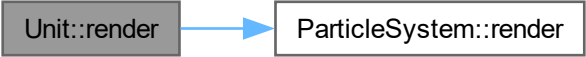


Unit::render



```
graph LR; A[Unit::render] --> B[ParticleSystem::render]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Unit::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 "ParticleSystem::render". Both boxes have a thin black border.

ParticleSystem::render