

Part1State::render



```
graph LR; A[Part1State::render] --> B[LTexture::render];
```

A diagram showing a horizontal flow from left to right. On the left is a white rectangular box with a dark gray border containing the text 'Part1State::render'. A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a dark gray border and contains the text 'LTexture::render'.

LTexture::render