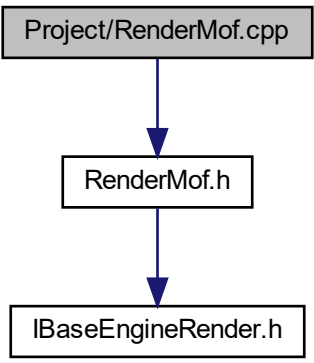


Project/RenderMof.cpp



```
graph TD; A[Project/RenderMof.cpp] --> B[RenderMof.h]; B --> C[IBaseEngineRender.h];
```

RenderMof.h

IBaseEngineRender.h