

CGameApp::Release



```
graph LR; A[CGameApp::Release] --> B[base_engine::Game::Shutdown]
```

A diagram showing a call from CGameApp::Release to base_engine::Game::Shutdown. The first box, containing 'CGameApp::Release', is shaded gray. A blue arrow points from its right side to the left side of the second box, which contains 'base_engine::Game::Shutdown'.

base_engine::Game::
Shutdown