

showWeapon



```
graph LR; A[showWeapon] --> B[showGameObject]; B --> C[insertRenderPipeline];
```

A horizontal flowchart with three rectangular boxes. The first box on the left is shaded gray and contains the text 'showWeapon'. A blue arrow points from its right side to the second box, which is white and contains 'showGameObject'. Another blue arrow points from the right side of the second box to the third box, which is white and contains 'insertRenderPipeline'. All boxes have a thin black border.

showGameObject

insertRenderPipeline