

CBlendSprite::Render

```
graph LR; A[CBlendSprite::Render] --> B[CCameraManager::GetProjMatrix]; A --> C[CCameraManager::GetViewMatrix];
```

The diagram illustrates a function call sequence. On the left, a gray rectangular box labeled 'CBlendSprite::Render' has two blue arrows pointing to the right. The top arrow points to a white rectangular box labeled 'CCameraManager::GetProjMatrix'. The bottom arrow points to another white rectangular box labeled 'CCameraManager::GetViewMatrix'. All boxes have black borders.

CCameraManager::GetProjMatrix

CCameraManager::GetViewMatrix