

STG::CBullet::Render



```
graph LR; A[STG::CBullet::Render] --> B[STG::CActor::MeshRender]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'STG::CBullet::Render'. The right box is white and contains the text 'STG::CActor::MeshRender'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

STG::CActor::MeshRender