

MaterialPanel::Render



```
graph LR; A[MaterialPanel::Render] --> B[MaterialManager::GetMaterialNames];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'MaterialPanel::Render'. The right box is gray with a black border and contains the text 'MaterialManager::GetMaterialNames' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

MaterialManager::GetMaterial  
Names