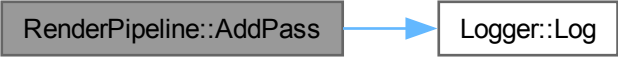


RenderPipeline::AddPass



```
graph LR; A[RenderPipeline::AddPass] --> B[Logger::Log]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "RenderPipeline::AddPass". A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text "Logger::Log". Both boxes have a thin black border.

Logger::Log