

Engine::OnRender



```
graph LR; A[Engine::OnRender] --> B[Renderer::Render]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a dark gray border and contains the text 'Engine::OnRender'. The right box is gray with a dark gray border and contains the text 'Renderer::Render'.

Renderer::Render