

ParticleRenderer::display



```
graph LR; A[ParticleRenderer::display] --> B[ParticleRenderer::_drawPoints]
```

A diagram showing a call from the `ParticleRenderer::display` method to the `ParticleRenderer::_drawPoints` method. The `ParticleRenderer::display` box is shaded gray, and the `ParticleRenderer::_drawPoints` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

ParticleRenderer::
_drawPoints