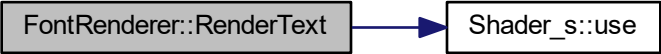


FontRenderer::RenderText



```
graph LR; A[FontRenderer::RenderText] --> B[Shader_s::use]
```

A diagram showing a call from the `FontRenderer::RenderText` function to the `Shader_s::use` function. The first box, containing `FontRenderer::RenderText`, is shaded gray and has a black border. A blue arrow points from its right side to the second box, which contains `Shader_s::use` and has a white fill and black border.

Shader_s::use