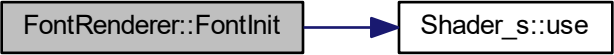


FontRenderer::FontInit



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

A diagram showing a call from the function `FontRenderer::FontInit` to the function `Shader_s::use`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

Shader_s::use