

GameState::render



```
graph LR; A[GameState::render] --> B[GameState::renderDebug]
```

A diagram illustrating a function call. On the left, a white rectangular box with a dark gray border contains the text "GameState::render". A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a dark gray border and contains the text "GameState::renderDebug".

GameState::renderDebug