



```
graph LR; WinMain[WinMain] --> GetD3DDevice[MNL::MnRenderAPI::GetD3DDevice];
```

MNL::MnRenderAPI::GetD3DDevice

The diagram consists of two rectangular boxes. The box on the left is light gray with a black border and contains the text 'MNL::MnRenderAPI::GetD3DDevice'. The box on the right is white with a black border and contains the text 'WinMain'. A dark blue arrow points from the right side of the 'WinMain' box to the left side of the 'MNL::MnRenderAPI::GetD3DDevice' box.

WinMain