

MNL::MnRenderWindow  
::SwapBuffers

```
graph LR; A[MNL::MnRenderWindow::SwapBuffers] --> B[MNL::MnSwapChain::IsVsync]; A --> C[MNL::MnSwapChain::GetSwapChain];
```

MNL::MnSwapChain::IsVsync

MNL::MnSwapChain::GetSwap  
Chain