

MNL::MnSkinnedMeshRenderer  
::SetViewProjectionBuffer



```
graph LR; WinMain[WinMain] --> MNL[MNL::MnSkinnedMeshRenderer::SetViewProjectionBuffer];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'MNL::MnSkinnedMeshRenderer' on the top line and '::SetViewProjectionBuffer' on the bottom line. The box on the right is white and contains the text 'WinMain'. A dark blue arrow points from the right side of the 'WinMain' box to the right side of the gray box.

WinMain