

MNL::MnMeshRenderer
::_InitViewProjectionBuffer



```
graph LR; A[MNL::MnMeshRenderer::_InitViewProjectionBuffer] --> B[MNL::MnLog::MB_InitFailed]
```

A diagram showing a call from the function `MNL::MnMeshRenderer::_InitViewProjectionBuffer` to the function `MNL::MnLog::MB_InitFailed`. The call is represented by a blue arrow pointing from the left box to the right box.

MNL::MnLog::MB_InitFailed