

MNL::MnSkinnedMeshRender  
er  
::SetWorldBuffer



```
graph LR; WinMain[WinMain] --> MNL[MNL::MnSkinnedMeshRender::SetWorldBuffer];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'MNL::MnSkinnedMeshRender' on the top line and 'er' on the second line, followed by '::SetWorldBuffer' on the third 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