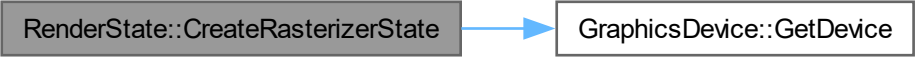


RenderState::CreateRasterizerState



```
graph LR; A[RenderState::CreateRasterizerState] --> B[GraphicsDevice::GetDevice]
```

A diagram showing a call from `RenderState::CreateRasterizerState` to `GraphicsDevice::GetDevice`. The first box is gray and the second is white, connected by a blue arrow.

GraphicsDevice::GetDevice