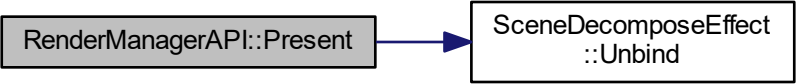


RenderManagerAPI::Present



```
graph LR; A[RenderManagerAPI::Present] --> B[SceneDecomposeEffect::Unbind]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'RenderManagerAPI::Present'. The right box is white and contains the text 'SceneDecomposeEffect::Unbind'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

SceneDecomposeEffect
::Unbind