


RenderManager::RemoveObject



```
graph LR; A[RenderManager::RemoveObject] --> B[ObjectInstance::GetRenderableObject];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'RenderManager::RemoveObject'. The right box is white with a black border and contains the text 'ObjectInstance::GetRenderableObject' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

ObjectInstance::GetRenderable
Object