


RenderManager::Render



```
graph LR; A[RenderManager::Render] --> B[RenderManager::UpdateFrameRate]
```

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

RenderManager::UpdateFrameRate