

RenderManager::AddObject



```
graph LR; A[RenderManager::AddObject] --> B[ObjectInstance::GetRenderable Object]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'RenderManager::AddObject'. The right box is white and contains the text 'ObjectInstance::GetRenderable Object' 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