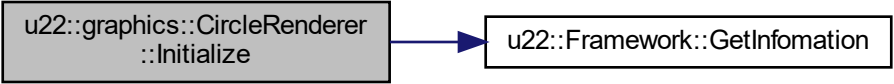


u22::graphics::CircleRenderer
::Initialize



```
graph LR; A[u22::graphics::CircleRenderer::Initialize] --> B[u22::Framework::GetInformation]
```

A diagram showing a call from the `u22::graphics::CircleRenderer::Initialize` function to the `u22::Framework::GetInformation` function. The first box is shaded gray and the second is white, both with black borders. A blue arrow points from the first box to the second.

u22::Framework::GetInformation