

u22::graphics::Graphics
::RenderStart



```
graph LR; A["u22::graphics::Graphics  
::RenderStart"] --> B["glBlendFunc"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'u22::graphics::Graphics' on the top line and '::RenderStart' on the bottom line. The right box is gray with a black border and contains the text 'glBlendFunc'. A blue arrow points from the right side of the left box to the left side of the right box.

glBlendFunc