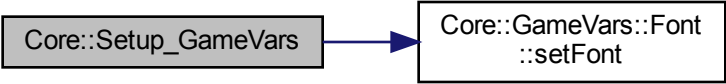


Core::Setup_GameVars



```
graph LR; A[Core::Setup_GameVars] --> B[Core::GameVars::Font::setFont];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Core::Setup_GameVars'. The right box is white and contains the text 'Core::GameVars::Font' on the top line and '::setFont' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

Core::GameVars::Font
::setFont