


RenderThread::run



```
graph LR; A[RenderThread::run] --> B[MapRenderer::renderFrame]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'RenderThread::run'. The right box is white with a black border and contains the text 'MapRenderer::renderFrame'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

MapRenderer::renderFrame