

RenderingEngine::EraseRef
FromBuffer

World::DeleteEntity



```
graph LR; A[World::DeleteEntity] --> B[RenderingEngine::EraseRef FromBuffer];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'RenderingEngine::EraseRef FromBuffer'. The box on the right is white and contains the text 'World::DeleteEntity'. A dark blue arrow points from the right box to the left box, indicating a call or relationship between the two.