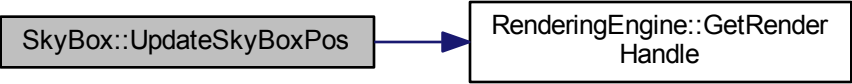


SkyBox::UpdateSkyBoxPos



```
graph LR; A[SkyBox::UpdateSkyBoxPos] --> B[RenderingEngine::GetRenderHandle]
```

A diagram showing a call from the function `SkyBox::UpdateSkyBoxPos` to the function `RenderingEngine::GetRenderHandle`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second.

RenderingEngine::GetRender
Handle