

HUD::SetBufferRef



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graph LR; A[HUD::SetBufferRef] --> B[RenderingEngine::GetRender Handle]
```

A diagram showing a call from HUD::SetBufferRef to RenderingEngine::GetRender Handle. The first box is gray and the second is white. A blue arrow points from the first box to the second box.

RenderingEngine::GetRender
Handle