

NPC::SetBufferRef



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'NPC::SetBufferRef'. The right box is white with a black border and contains the text 'RenderingEngine::GetRender Handle' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

RenderingEngine::GetRender
Handle