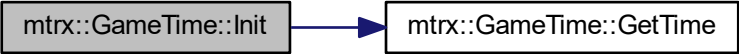


mtrx::GameTime::Init



```
graph LR; A[mtrx::GameTime::Init] --> B[mtrx::GameTime::GetTime]
```

A diagram showing a call from the `mtrx::GameTime::Init` function to the `mtrx::GameTime::GetTime` function. The `mtrx::GameTime::Init` box is shaded gray, and the `mtrx::GameTime::GetTime` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

mtrx::GameTime::GetTime