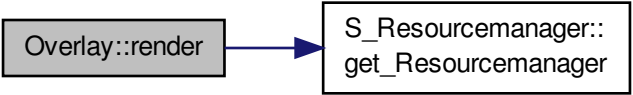


Overlay::render



```
graph LR; A[Overlay::render] --> B[S_ResourceManager::get_ResourceManager]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Overlay::render". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "S\_ResourceManager::get\_ResourceManager".

S\_ResourceManager::  
get\_ResourceManager