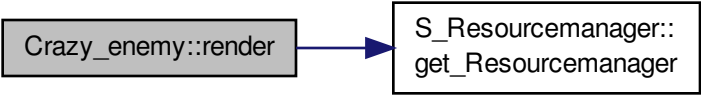


Crazy_enemy::render



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

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Crazy_enemy::render". A blue arrow points from the right side of this box to a white rectangular box on the right. The white box has a black border and contains the text "S_ResourceManager::get_ResourceManager" in two lines.

S_ResourceManager::
get_ResourceManager