

ArmorManager::render



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'ArmorManager::render'. The right box is white with a black border and contains the text 'S_ResourceManager::get_ResourceManager'. A blue arrow points from the right side of the left box to the left side of the right box.

S_ResourceManager::
get_ResourceManager