

Renderer::reset_lighting



```
graph LR; A[Renderer::reset_lighting] --> B[Renderer::upload_lighting]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The first box on the left is filled with a dark gray color and contains the text 'Renderer::reset_lighting'. The second box on the right is white with a dark gray border and contains the text 'Renderer::upload_lighting'.

Renderer::upload_lighting