

GraphicsManager::Render



```
graph LR; A[GraphicsManager::Render] --> B[DeviceManager::GetRTVHeap]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a dark gray border and contains the text 'GraphicsManager::Render'. The right box is gray with a dark gray border and contains the text 'DeviceManager::GetRTVHeap'.

DeviceManager::GetRTVHeap