

GraphicsManager::Render



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

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'GraphicsManager::Render'. The right box is gray with a black border and contains the text 'DeviceManager::GetCMDAllocator'. A blue arrow points from the right side of the left box to the left side of the right box.

DeviceManager::GetCMDAllocator