

GameLoop::StartLoop



```
graph LR; A[GameLoop::StartLoop] --> B["Singleton< Application >::instance"]
```

A diagram showing a call from GameLoop::StartLoop to Singleton< Application >::instance. The first box is gray and the second is white, both with black borders. A blue arrow points from the right side of the first box to the left side of the second box.

Singleton< Application  
>::instance