

WindowsWindow::OnRender

```
graph LR; A[WindowsWindow::OnRender] --> B[Singleton< RenderSystem >::instance]; A --> C[RenderSystem::Update];
```

The diagram illustrates a call sequence. A gray box on the left labeled 'WindowsWindow::OnRender' has two blue arrows pointing to the right. The top arrow points to a white box labeled 'Singleton< RenderSystem >::instance'. The bottom arrow points to a white box labeled 'RenderSystem::Update'.

Singleton< RenderSystem  
>::instance

RenderSystem::Update