

Engine::InitializeGUI



```
graph LR; A[Engine::InitializeGUI] --> B[SDLGraphicsEngineRenderer::GetRenderer]
```

The diagram illustrates a function call. On the left, a white rectangular box with a dark border contains the text 'Engine::InitializeGUI'. A blue arrow points from the right side of this box to the left side of a larger, gray rectangular box on the right. This gray box contains the text 'SDLGraphicsEngineRenderer::GetRenderer'.

SDLGraphicsEngineRenderer  
::GetRenderer