

Engine::InitializeGUI



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

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 'Engine::InitializeGUI'. The right box is gray with a black border and contains the text 'SDLGraphicsEngineRenderer::GetWindow'. A blue arrow points from the right side of the left box to the left side of the right box.

SDLGraphicsEngineRenderer
::GetWindow