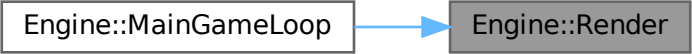


Engine::MainGameLoop



```
graph LR; A[Engine::MainGameLoop] --> B[Engine::Render];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'Engine::MainGameLoop'. The right box is gray with a black border and contains the text 'Engine::Render'.

Engine::Render