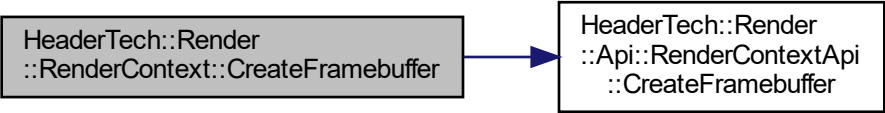


HeaderTech::Render
::RenderContext::CreateFramebuffer



```
graph LR; A[HeaderTech::Render::RenderContext::CreateFramebuffer] --> B[HeaderTech::Render::Api::RenderContextApi::CreateFramebuffer]
```

HeaderTech::Render
::Api::RenderContextApi
::CreateFramebuffer