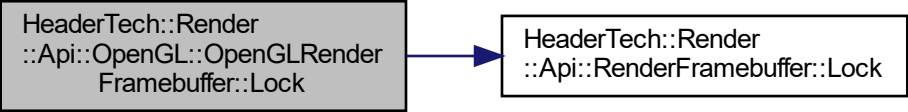


HeaderTech::Render
::Api::OpenGL::OpenGLRender
Framebuffer::Lock



```
graph LR; A[HeaderTech::Render  
::Api::OpenGL::OpenGLRender  
Framebuffer::Lock] --> B[HeaderTech::Render  
::Api::RenderFramebuffer::Lock]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box has a light gray background and a black border, containing the text 'HeaderTech::Render', '::Api::OpenGL::OpenGLRender', and 'Framebuffer::Lock' on three lines. The right box has a white background and a black border, containing the text 'HeaderTech::Render' and '::Api::RenderFramebuffer::Lock' on two lines.

HeaderTech::Render
::Api::RenderFramebuffer::Lock