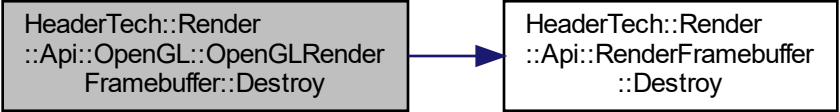


HeaderTech::Render  
::Api::OpenGL::OpenGLRender  
Framebuffer::Destroy



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

HeaderTech::Render  
::Api::RenderFramebuffer  
::Destroy