

HeaderTech::Render
::Api::OpenGL::OpenGLRender
Framebuffer::Unlock



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

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 'HeaderTech::Render', '::Api::OpenGL::OpenGLRender', and 'Framebuffer::Unlock' stacked vertically. The right box is gray with a black border and contains the text 'HeaderTech::Render', '::Api::RenderFramebuffer', and '::Unlock' stacked vertically.

HeaderTech::Render
::Api::RenderFramebuffer
::Unlock