

BARE2D::BumpyRenderer
::createRenderBatches

```
graph LR; A[BARE2D::BumpyRenderer::createRenderBatches] --> B[BARE2D::VAO::bindVBO]; A --> C[BARE2D::VAO::unbindVBO];
```

The diagram illustrates a function call sequence. A gray box on the left contains the text 'BARE2D::BumpyRenderer::createRenderBatches'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'BARE2D::VAO::bindVBO'. The bottom arrow points to a white box containing 'BARE2D::VAO::unbindVBO'.

BARE2D::VAO::bindVBO

BARE2D::VAO::unbindVBO