

BARE2D::FBORenderer  
::createRenderBatches

BARE2D::BasicRenderer  
::createRenderBatches

BARE2D::VAO::unbindVBO

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

The diagram illustrates a call sequence where two different rendering functions, `BARE2D::FBORenderer::createRenderBatches` and `BARE2D::BasicRenderer::createRenderBatches`, both invoke the `BARE2D::VAO::unbindVBO` function. The source functions are in white boxes, and the target function is in a gray box. Blue arrows indicate the direction of the calls.