

BARE2D::FBORenderer  
::init



```
graph LR; A[BARE2D::FBORenderer::init] --> B[BARE2D::FBORenderer::createFBO]; B --> C[BARE2D::FBORenderer::createTextures];
```

The diagram illustrates a three-step process for the BARE2D::FBORenderer class. It consists of three rectangular boxes connected by blue arrows pointing from left to right. The first box, labeled 'BARE2D::FBORenderer::init', has a white background. The second box, labeled 'BARE2D::FBORenderer::createFBO', also has a white background. The third box, labeled 'BARE2D::FBORenderer::createTextures', has a gray background, indicating it is the final step in the sequence.

BARE2D::FBORenderer  
::createFBO

BARE2D::FBORenderer  
::createTextures