

BARE2D::DebugRenderer
::begin

BARE2D::FBORenderer
::begin

BARE2D::Renderer::begin

```
graph LR; A[BARE2D::DebugRenderer::begin] --> C[BARE2D::Renderer::begin]; B[BARE2D::FBORenderer::begin] --> C;
```

The diagram illustrates a relationship between three C++ member functions. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'BARE2D::DebugRenderer::begin' and the bottom box contains 'BARE2D::FBORenderer::begin'. On the right, a gray rectangular box contains the text 'BARE2D::Renderer::begin'. Two blue arrows point from the right side of the left boxes to the left side of the gray box, indicating that both 'BARE2D::DebugRenderer::begin' and 'BARE2D::FBORenderer::begin' inherit from or delegate to 'BARE2D::Renderer::begin'.