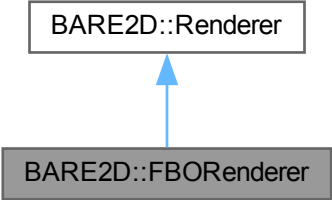


BARE2D::Renderer



```
graph BT; BARE2D_FBORenderer[BARE2D::FBORenderer] --> BARE2D_Renderer[BARE2D::Renderer];
```

The diagram illustrates a class hierarchy. At the bottom is a gray rectangular box labeled 'BARE2D::FBORenderer'. A blue arrow points vertically upwards from the center of this box to the center of a white rectangular box with a black border at the top, labeled 'BARE2D::Renderer'. This indicates that 'BARE2D::FBORenderer' inherits from or implements 'BARE2D::Renderer'.

BARE2D::FBORenderer