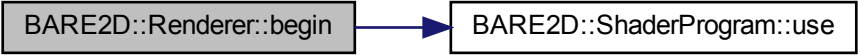


BARE2D::Renderer::begin



```
graph LR; A[BARE2D::Renderer::begin] --> B[BARE2D::ShaderProgram::use]
```

A diagram showing a call from BARE2D::Renderer::begin to BARE2D::ShaderProgram::use. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

BARE2D::ShaderProgram::use