BARE2D::VAO::bind BARE2D::GLContext:: bindTexture BARE2D::Renderer::create RenderBatches BARE2D::GLContextManager ::getContext BARE2D::Renderer::render BARE2D::Renderer::preRender BARE2D::GLContext:: setActiveTexture BARE2D::VAO::unbind BARE2D::ShaderProgram ::unuse BARE2D::ShaderProgram::use