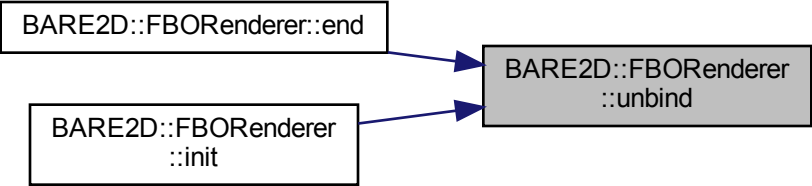


BARE2D::FBORenderer::end

BARE2D::FBORenderer
::init

BARE2D::FBORenderer
::unbind



```
graph LR; A[BARE2D::FBORenderer::end] --> C[BARE2D::FBORenderer::unbind]; B[BARE2D::FBORenderer::init] --> C;
```