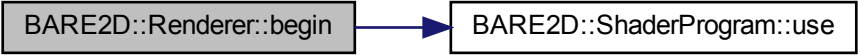


BARE2D::Renderer::begin



```
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 first box to the second.

BARE2D::ShaderProgram::use