

BARE2D::FBORenderer::end

BARE2D::FBORenderer  
::init

BARE2D::FBORenderer  
::unbind

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

The diagram illustrates a control flow or dependency. Two white rectangular boxes on the left represent the 'end' and 'init' methods of the BARE2D::FBORenderer class. Two blue arrows originate from these boxes and point to a gray rectangular box on the right, which represents the 'unbind' method of the same class. This suggests that both the initialization and termination of the renderer are linked to the unbinding process.