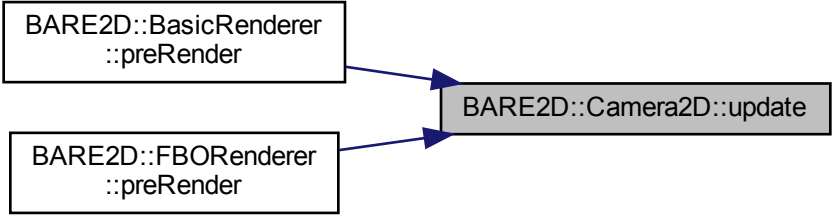


BARE2D::BasicRenderer  
::preRender

BARE2D::FBORenderer  
::preRender

BARE2D::Camera2D::update



```
graph LR; A[BARE2D::BasicRenderer::preRender] --> C[BARE2D::Camera2D::update]; B[BARE2D::FBORenderer::preRender] --> C;
```