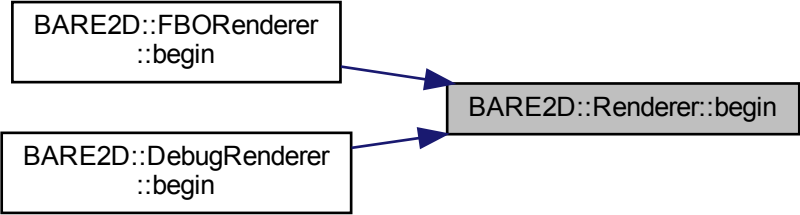


BARE2D::FBORenderer  
::begin

BARE2D::DebugRenderer  
::begin

BARE2D::Renderer::begin



```
graph LR; A[BARE2D::FBORenderer::begin] --> C[BARE2D::Renderer::begin]; B[BARE2D::DebugRenderer::begin] --> C;
```