

allocateFBO



```
graph LR; A["BGE::RiftController  
::CreateRenderBuffer"] --> B[allocateFBO];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'allocateFBO'. The box on the right is white with a black border and contains the text 'BGE::RiftController' on the top line and '::CreateRenderBuffer' on the bottom line. A dark blue arrow points from the right side of the white box to the right side of the gray box.

BGE::RiftController
::CreateRenderBuffer