

BGE::RiftController
::BindRenderBuffer



```
graph LR; A["BGE::RiftController  
::BindRenderBuffer"] --> B["bindFBO"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'BGE::RiftController' on the top line and '::BindRenderBuffer' on the bottom line. The right box is white with a black border and contains the text 'bindFBO'. A solid blue arrow points from the right side of the gray box to the left side of the white box.

bindFBO