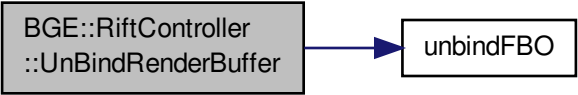


BGE::RiftController
::UnBindRenderBuffer



```
graph LR; A[BGE::RiftController::UnBindRenderBuffer] --> B[unbindFBO]
```

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 '::UnBindRenderBuffer' on the bottom line. The right box is white with a black border and contains the text 'unbindFBO'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

unbindFBO