

Framebuffer::clear



```
graph LR; A[Framebuffer::clear] --> B[Framebuffer::bindDraw]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The first box on the left is light gray with a black border and contains the text 'Framebuffer::clear'. A dark blue arrow points from the right side of this box to the left side of the second box. The second box on the right is white with a black border and contains the text 'Framebuffer::bindDraw'.

Framebuffer::bindDraw