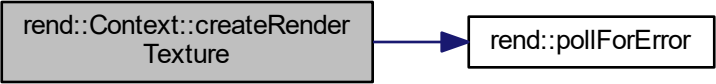


rend::Context::createRender
Texture



```
graph LR; A[rend::Context::createRenderTexture] --> B[rend::pollForError]
```

A flow diagram consisting of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'rend::Context::createRenderTexture' on two lines. The right box is white with a black border and contains the text 'rend::pollForError' on one line. A dark blue arrow points from the right side of the gray box to the left side of the white box.

rend::pollForError