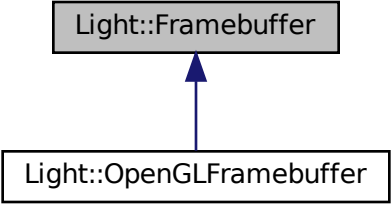


Light::Framebuffer



```
classDiagram
    class LightOpenGLFramebuffer["Light::OpenGLFramebuffer"]
    class LightFramebuffer["Light::Framebuffer"]
    LightOpenGLFramebuffer --|> LightFramebuffer
```

The diagram illustrates a class hierarchy. At the bottom is a white box labeled 'Light::OpenGLFramebuffer'. A blue arrow points upwards from this box to a gray box at the top labeled 'Light::Framebuffer'. This indicates that 'Light::OpenGLFramebuffer' inherits from 'Light::Framebuffer'.

Light::OpenGLFramebuffer