

Engine::OnRender



```
graph LR; A[Engine::OnRender] --> B[Framebuffer::Bind];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is white with a black border and contains the text 'Engine::OnRender'. The right box is gray with a black border and contains the text 'Framebuffer::Bind'. The arrow points from the right side of the first box to the left side of the second box.

Framebuffer::Bind