

Ragot::FrameBuffer
::FrameBuffer

```
graph LR; A[Ragot::FrameBuffer::FrameBuffer] --> B[Ragot::FrameBuffer::FrameBuffer]; B --> C[Ragot::FrameBuffer::fill]; B --> D[Ragot::FrameBuffer::initGLTexture];
```

This diagram illustrates a sequence of method calls for the Ragot::FrameBuffer class. It starts with a grey box labeled 'Ragot::FrameBuffer::FrameBuffer'. An arrow points to a white box with the same label. From this white box, two arrows branch out to two more white boxes: 'Ragot::FrameBuffer::fill' and 'Ragot::FrameBuffer::initGLTexture'.

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Ragot::FrameBuffer
::fill

Ragot::FrameBuffer
::initGLTexture