


Framebuffer::GetStatus



```
graph LR; A[Framebuffer::GetStatus] --> B[Framebuffer::GetBindMode]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Framebuffer::GetStatus'. The right box is white and contains the text 'Framebuffer::GetBindMode'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Framebuffer::GetBindMode