

# RenderContext



```
graph BT; Bitmap --> RenderContext
```

A diagram illustrating a relationship between two classes. At the top is a box labeled 'RenderContext'. At the bottom is a box labeled 'Bitmap'. A vertical arrow points from the 'Bitmap' box up to the 'RenderContext' box, indicating that 'Bitmap' inherits from or is a specialization of 'RenderContext'.

# Bitmap