

engine/src/rendering  
/bindings.hpp

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graph TD; A[engine/src/rendering /bindings.hpp] --> B[rendering/buffers.hpp]; B --> C[rendering/core/context.hpp]; C --> D[rendering/core/shader.hpp]; D --> E[rendering/core/render_target.hpp]; E --> F[rendering/core/texture.hpp]; F --> G[rendering/core/core.hpp];
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rendering/buffers.hpp

rendering/core/context.hpp

rendering/core/shader.hpp

rendering/core/render  
\_target.hpp

rendering/core/texture.hpp

rendering/core/core.hpp