

Framebuffer::rb_color

Framebuffer::rb_depth

Renderbuffer::make

```
graph LR; A[Framebuffer::rb_color] --> C[Renderbuffer::make]; B[Framebuffer::rb_depth] --> C;
```

The diagram illustrates a data flow where two separate inputs, 'Framebuffer::rb_color' and 'Framebuffer::rb_depth', are combined and passed to a single function, 'Renderbuffer::make'. The inputs are represented by white rectangular boxes on the left, and the output function is represented by a gray rectangular box on the right. Two blue arrows originate from the right side of each input box and point towards the left side of the output box, indicating the direction of data flow.