

Framebuffer::define
_colour_component

Framebuffer::define
_depth_component

Texture::set_texture
_parameter_nearest_unfiltered

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graph LR; A[Framebuffer::define_colour_component] --> C[Texture::set_texture_parameter_nearest_unfiltered]; B[Framebuffer::define_depth_component] --> C;
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The diagram illustrates a dependency or relationship between two framebuffer definition functions and a texture parameter. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Framebuffer::define_colour_component' and the bottom box contains 'Framebuffer::define_depth_component'. Two blue arrows originate from the right side of these boxes and point towards a single gray rectangular box on the right. This gray box contains the text 'Texture::set_texture_parameter_nearest_unfiltered'.