

LouiEriksson::Engine
::Graphics::Camera::PostRender



```
graph LR; A[LouiEriksson::Engine::Graphics::Camera::PostRender] --> B[LouiEriksson::Engine::Graphics::RenderTexture::Unbind];
```

A diagram showing a call from the `PostRender` method of the `LouiEriksson::Engine::Graphics::Camera` class to the `Unbind` method of the `LouiEriksson::Engine::Graphics::RenderTexture` class. The source box is white with a black border, and the target box is gray with a black border. A blue arrow points from the source to the target.

LouiEriksson::Engine
::Graphics::RenderTexture
::Unbind