```
void glGenFramebuffersEXT(GLsizei n, GLuint* ids)
void glBindFramebufferEXT(GLenum target, GLuint id)


void glGenRenderbuffersEXT(GLsizei n, GLuint* ids)
void glDeleteRenderbuffersEXT(GLsizei n, const Gluint* ids)
void glBindRenderbufferEXT(GLenum target, GLuint id)
void glRenderbufferStorageEXT(GLenum target, GLenum internalFormat,
                GLsizei width, GLsizei height)
void glGetRenderbufferParameterivEXT(GLenum target, GLenum param, GLint* value)


glFramebufferTexture2DEXT(GLenum target,
                GLenum attachmentPoint,
                GLenum textureTarget,
                GLuint textureId,
                GLint  level)
target - GL_FRAMEBUFFER_EXT
attachmentPoint - GL_COLOR_ATTACHMENT0_EXT, ... , GL_DEPTH_ATTACHMENT_EXT,
GL_STENCIL_ATTACHMENT_EXT
textureTarget - GL_TEXTURE_2D


void glFramebufferRenderbufferEXT(GLenum target,
                GLenum attachmentPoint,
                GLenum renderbufferTarget,
                GLuint renderbufferId)


GLenum glCheckFramebufferStatusEXT(GLenum target)
target - GL_FRAMEBUFFER_EXT
return - GL_FRAMEBUFFER_COMPLETE_EXT
```