```
Debugger
+ debugToConsole
+ debugCollisionsToConsole
+ debugFSMToConsole
+ debugWeapons
+ debugTokensToConsole
+ debugAnimationsToConsole
+ debugMD2ToConsole
+ debugPlayerPos
+ stickyFPSCounter
                                      #instance
+ debugInfoToLogFile
and 8 more...
+ DebugVec3()
+ ConvertPlayerToTerrainPosition()
+ OpenLogger()
+ AppendLogger()
+ CloseLogger()
+ GetInstance()
# Debugger()
```