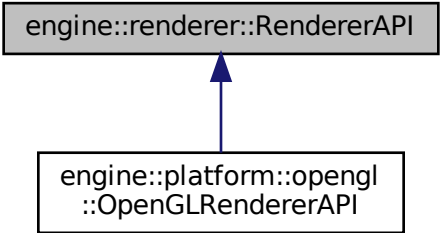


engine::renderer::RendererAPI



```
graph BT; A[engine::platform::opengl::OpenGLRendererAPI] --> B[engine::renderer::RendererAPI]
```

engine::platform::opengl
::OpenGLRendererAPI