

render/inc/api/opengl  
/OpenGLDebugGui.inl

```
graph BT; A[render/inc/api/opengl/OpenGLDebugGui.inl] --> B[render/inc/api/RenderContextApi.inl]; B --> C[render/inc/RenderContext.inl];
```

render/inc/api/RenderContext  
Api.inl

render/inc/RenderContext.inl