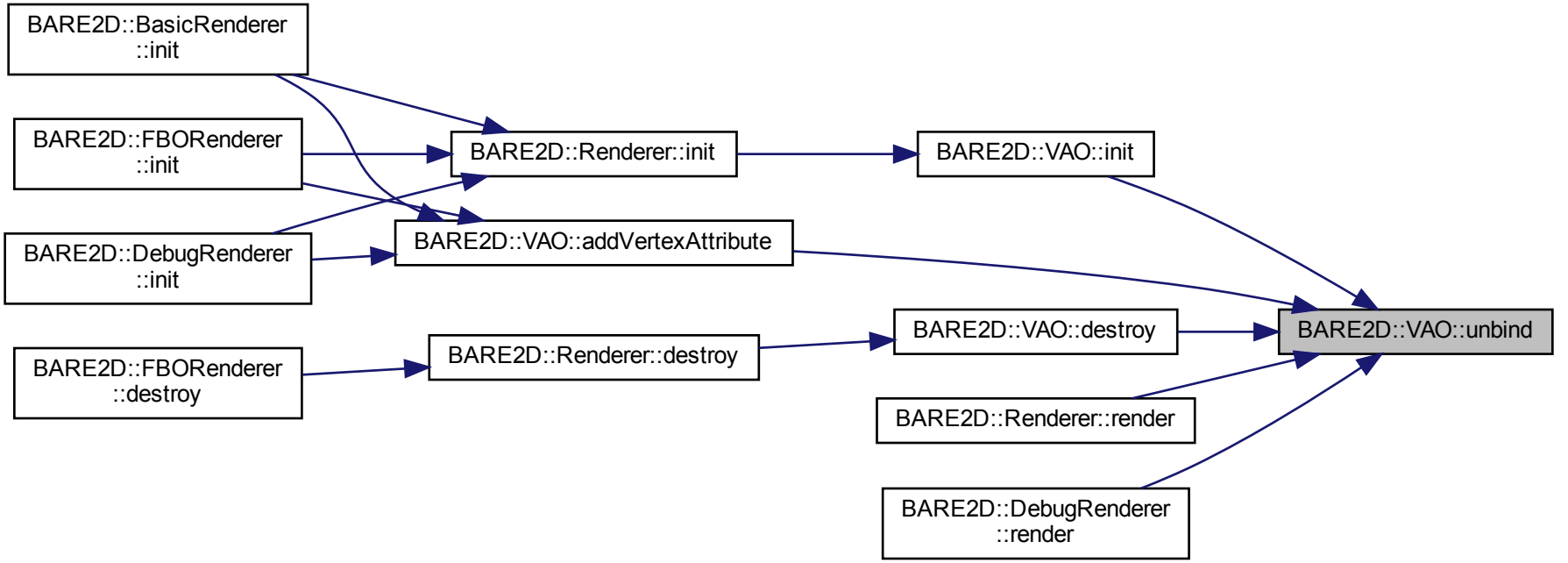
BARE2D::BasicRenderer
::init
BARE2D::FBORenderer
::init
BARE2D::DebugRenderer
::init
BARE2D::FBORenderer
::destroy
BARE2D::Renderer::init
BARE2D::VAO::addVertexAttribute
BARE2D::Renderer::destroy
BARE2D::VAO::init
BARE2D::VAO::destroy
BARE2D::Renderer::render
BARE2D::DebugRenderer
::render
BARE2D::VAO::unbind