

BARE2D::DebugRenderer
::createRenderBatches

```
graph LR; A[BARE2D::DebugRenderer::createRenderBatches] --> B[BARE2D::VAO::bindVBO]; A --> C[BARE2D::Vertex::setPosition];
```

The diagram illustrates a function call sequence. A gray box on the left, labeled 'BARE2D::DebugRenderer::createRenderBatches', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'BARE2D::VAO::bindVBO' and the bottom white box is labeled 'BARE2D::Vertex::setPosition'.

BARE2D::VAO::bindVBO

BARE2D::Vertex::setPosition