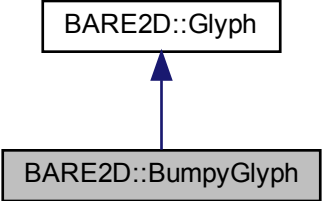


BARE2D::Glyph



```
graph BT; B[BARE2D::BumpyGlyph] --> G[BARE2D::Glyph]
```

BARE2D::BumpyGlyph