

BARE2D::DebugRenderer
::createRenderBatches

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

BARE2D::VAO::bindVBO

BARE2D::Vertex::setPosition