

BARE2D::DebugRenderer
::createRenderBatches

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

BARE2D::VAO::bindVBO

BARE2D::Vertex::setPosition