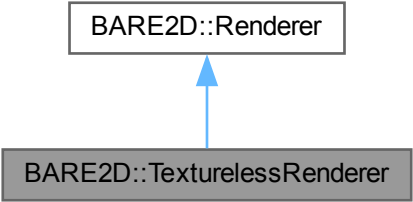


BARE2D::Renderer



BARE2D::TexturelessRenderer