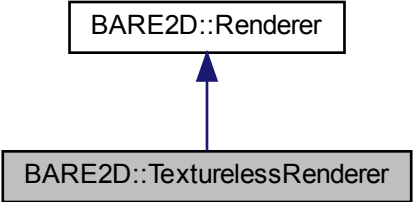


BARE2D::Renderer



```
graph BT; A[BARE2D::TexturelessRenderer] --> B[BARE2D::Renderer]
```

BARE2D::TexturelessRenderer