ShaderLibrary

- + void Add(const Ref < Shader > &shader)
- + void Add(const std ::string &name, const Ref< Shader > &shader)
- + Ref< Shader > Load (const std::string &filepath)
- + Ref< Shader > Load (const std::string &name, const std::string &filepath)
- + Ref< Shader > Get(const std::string &name)
- + bool Exists(const std ::string &name) const

- LineVertex
 + glm::vec3 Position
- + Color LineColor

CircleVertex

- + glm::vec3 WorldPosition
- + glm::vec3 LocalPosition
- + glm::vec4 Color
- + float Thickness
- + float Fade

LineProperties

- + float LineWidth
- + Color LineColor

RendererStatistics

- + uint32 t LineCount
- + uint32 t CircleCount
- + uint32 t DrawCalls

+Shaders

- +LineVertexBufferBase +LineVertexBufferPtr
- +CircleVertexBufferBase +CircleVertexBufferPtr
- +LineProps

+Statistics

RendererData

- + glm::vec4 QuadVertexPositions
- + Ref< VertexArray > LineVertexArray
- + Ref< VertexBuffer > LineVertexBuffer
- + uint32 t LineVertexCount
- + Ref< VertexArray > CircleVertexArray
- + Ref< VertexBuffer > CircleVertexBuffer
- + uint32 t CircleIndexCount
- + static const uint32 _t MaxQuads
- + static const uint32 _t MaxVertices
- + static const uint32 t MaxIndices
- + static const uint32
 _t MaxTextures