Renderer

+ static void Initialize()

+ static void SetViewport
  (const Viewport &viewport)

+ static void SetClearColor
  (const Color &color)

+ static void Clear()

+ static void Shutdown()

+ static void BeginScene
  (const Camera &camera)

+ static void EndScene()

+ static void StartBatch()

+ static void NextBatch()

+ static void Flush()

and 6 more...