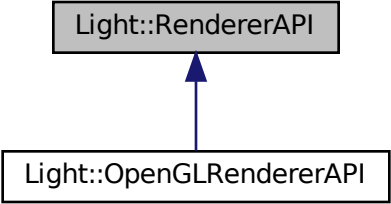


Light::RendererAPI



```
graph BT; A[Light::OpenGLRendererAPI] --> B[Light::RendererAPI]
```

Light::OpenGLRendererAPI