

```
{b2Draw  
||}
```



```
{Box2DDebugDraw  
||+ Box2DDebugDraw()  
+ DrawPolygon()  
+ DrawSolidPolygon()  
+ DrawCircle()  
+ DrawSolidCircle()  
+ DrawSegment()  
+ DrawTransform()  
+ DrawPoint()  
+ clear()  
+ getLines()  
}
```