

## MetalContext

- + depthStencilState + framebufferDescriptor
- + renderPipelineStateCache
- + fontTexture
- + bufferCache + lastBufferCachePurge
- + makeDeviceObjectsWithDevice:
- + makeFontTextureWithDevice:
- + dequeueReusableBufferOfLength :device:
  - + enqueueReusableBuffer:
  - + renderPipelineStateForFrame AndDevice:
  - + emptyRenderPipelineState Cache
  - + setupRenderState:command
- Buffer:commandEncoder :renderPipelineState:vertexBuffer
- :vertexBufferOffset: + renderDrawData:commandBuffer
- :commandEncoder: