

## DebugRenderer

- + DebugRenderer()
- + ~DebugRenderer()
- + DrawLine()
- + DrawWireBox()
- + DrawWireBox()
- + DrawWireBox()
- + DrawMarker()
- + DrawArrow()
- + DrawCoordinateSystem()
- + DrawPlane()
- and 25 more...
- + sCalculateBounds()
- # Initialize()

+sInstance

