DebugRenderer + sInstance + DebugRenderer() + ~DebugRenderer() + DrawLine() + DrawWireBox() + DrawWireBox() + DrawWireBox() + DrawMarker() + DrawArrow() + DrawCoordinateSystem() + DrawPlane() and 25 more... + sCalculateBounds() # Initialize() DebugRendererRecorder + DebugRendererRecorder() + DrawLine() + DrawTriangle() + CreateTriangleBatch() + CreateTriangleBatch() + DrawGeometry() + DrawText3D()

+ EndFrame()