DebugRenderer

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

+sInstance

DebugRendererRecorder

+ DebugRendererRecorder()
+ DrawLine()
+ DrawTriangle()
+ CreateTriangleBatch()
+ CreateTriangleBatch()
+ DrawGeometry()
+ DrawText3D()
+ EndFrame()