

Float3
+ x
+ y
+ z
+ Float3()
+ Float3()
+ operator=()
+ Float3()
+ operator[]()
+ operator==(())
+ operator!=(())

Float2
+ x
+ y
+ Float2()
+ Float2()
+ operator=()
+ Float2()
+ operator==(())
+ operator!=(())

Color
+ mU32
+ r
+ g
+ b
+ a
+ @2
+ r
+ g
+ b
+ a
+ sRed
+ sYellow
+ sPurple
+ sOrange
+ sWhite
+ Color()
+ Color()
+ operator=()
+ Color()
+ Color()
+ Color()
+ operator==(())
+ operator!=(())
+ GetUInt32()
+ operator()()
+ operator()()
+ ToVec4()
+ GetIntensity()
+ sGetDistinctColor()

+sBlack
 +sBlue
 +sCyan
 +sDarkBlue
 +sDarkGreen
 +sDarkOrange
 +sDarkRed
 +sGreen
 +sGrey
 +sLightGrey
 ...

+mNormal
 +mPosition
 +mUV
 +mColor

DebugRenderer::Vertex

