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

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

+ DrawText3D()