```
Render::FixtureRenderer
# render
# b
# m
# f
# shape
# worldScale
+ FixtureRenderer()
+ ~FixtureRenderer()
+ drawEdge()
+ drawMain()
+ drawAlert()
Render::PolygonRenderer
vert
- localVert

    localCenter

+ PolygonRenderer()
```

+ drawEdge()
+ drawMain()
+ drawAlert()