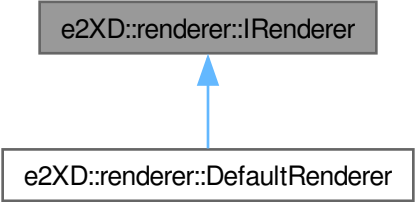


e2XD::renderer::IRenderer



e2XD::renderer::DefaultRenderer