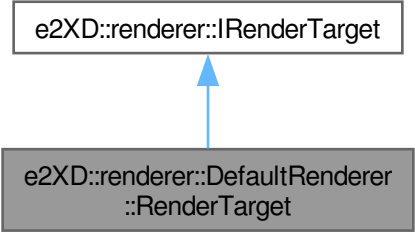


e2XD::renderer::IRenderTarget



e2XD::renderer::DefaultRenderer  
::RenderTarget