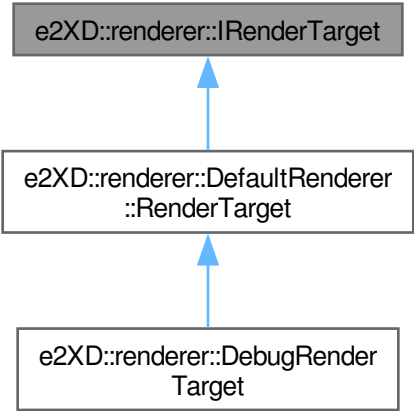


e2XD::renderer::IRenderTarget



```
graph BT; A[e2XD::renderer::IRenderTarget]; B[e2XD::renderer::DefaultRenderer::RenderTarget]; C[e2XD::renderer::DebugRenderTarget]; B --> A; C --> B;
```

e2XD::renderer::DefaultRenderer
::RenderTarget

e2XD::renderer::DebugRender
Target