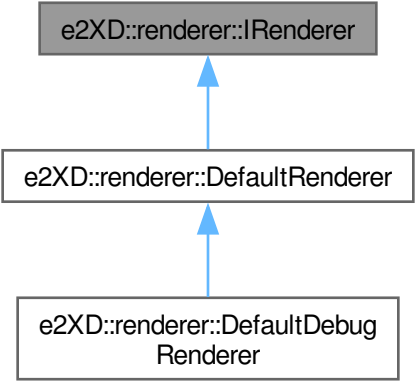


e2XD::renderer::IRenderer



```
graph BT; A[e2XD::renderer::DefaultDebug Renderer] --> B[e2XD::renderer::DefaultRenderer]; B --> C[e2XD::renderer::IRenderer];
```

e2XD::renderer::DefaultRenderer

e2XD::renderer::DefaultDebug  
Renderer