

Ogre::RenderToVertexBuffer

```
graph BT; A["Ogre::D3D11RenderToVertexBuffer"] --> B["Ogre::RenderToVertexBuffer"]
```

The diagram illustrates an inheritance relationship between two classes. At the bottom is a gray-shaded box labeled "Ogre::D3D11RenderToVertexBuffer". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box above it, which is labeled "Ogre::RenderToVertexBuffer".

Ogre::D3D11RenderToVertexBuffer