

Ogre::RenderToVertexBuffer



```
classDiagram
    class OgreRenderToVertexBuffer["Ogre::RenderToVertexBuffer"]
    class OgreGL3PlusRenderToVertexBuffer["Ogre::GL3PlusRenderToVertexBuffer"]
    OgreGL3PlusRenderToVertexBuffer --|> OgreRenderToVertexBuffer
```

Ogre::GL3PlusRenderToVertexBuffer