

Ogre::RenderToVertexBuffer



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

The diagram illustrates an inheritance relationship between two classes. At the bottom is a light gray rectangular box containing the text "Ogre::D3D11RenderToVertexBuffer". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box above it. The white box contains the text "Ogre::RenderToVertexBuffer".

Ogre::D3D11RenderToVertexBuffer