

Ogre::GLRenderTarget



```
classDiagram
    class Ogre_GLRenderTarget["Ogre::GLRenderTarget"]
    class Ogre_GLPBuffer["Ogre::GLPBuffer"]
    Ogre_GLRenderTarget <|-- Ogre_GLPBuffer
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "Ogre::GLRenderTarget". Below it is a gray rectangular box with a black border containing the text "Ogre::GLPBuffer". A vertical blue line connects the bottom center of the gray box to the bottom center of the white box, ending in a blue arrowhead pointing upwards towards the white box.

Ogre::GLPBuffer