

Ogre::RenderToVertexBuffer

```
classDiagram
    class OgreRenderToVertexBuffer["Ogre::RenderToVertexBuffer"]
    class OgreGLESToRenderToVertexBuffer["Ogre::GLESToRenderToVertexBuffer"]
    OgreGLESToRenderToVertexBuffer --|> OgreRenderToVertexBuffer
```

Ogre::GLESToRenderToVertexBuffer