

Ogre::RenderToVertexBuffer

```
classDiagram
    class OgreRenderToVertexBuffer["Ogre::RenderToVertexBuffer"]
    class OgreGLS2RenderToVertexBuffer["Ogre::GLS2RenderToVertexBuffer"]
    OgreGLS2RenderToVertexBuffer --|> OgreRenderToVertexBuffer
```

Ogre::GLS2RenderToVertexBuffer