

Ogre::GLRenderTarget



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

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 blue arrow points vertically from the top center of the "Ogre::GLPBuffer" box to the bottom center of the "Ogre::GLRenderTarget" box, indicating that "Ogre::GLPBuffer" inherits from "Ogre::GLRenderTarget".

Ogre::GLPBuffer