

VertexBuffer::Create

```
graph LR; A[VertexBuffer::Create] --> B[CreateVertexBufferWrite]; A --> C[Renderer::GetDevice];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "VertexBuffer::Create". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box with a black border containing the text "CreateVertexBufferWrite". The bottom arrow points to another white rectangular box with a black border containing the text "Renderer::GetDevice".

CreateVertexBufferWrite

Renderer::GetDevice