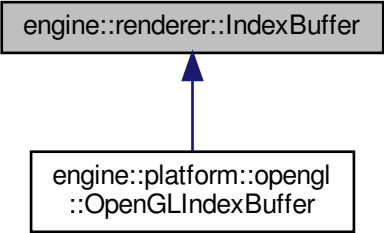


engine::renderer::IndexBuffer



engine::platform::opengl
::OpenGLIndexBuffer