```
engine::renderer::IndexBuffer
```
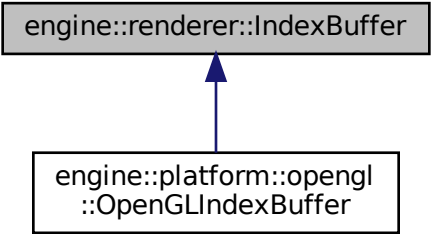
```
engine::platform::opengl
::OpenGLIndexBuffer
```