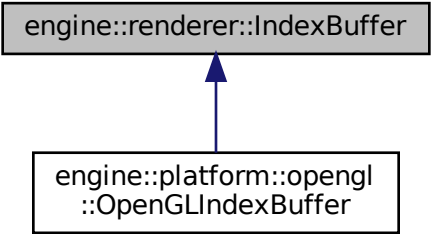


engine::renderer::IndexBuffer



```
graph BT; A[engine::platform::opengl::OpenGLIndexBuffer] --> B[engine::renderer::IndexBuffer]
```

engine::platform::opengl
::OpenGLIndexBuffer