

GLuint

```
graph BT; RB[RenderBatch] -.->|numVertices, offset, textureID| GLuint[GLuint];
```

The diagram illustrates a data flow from a `RenderBatch` object to a `GLuint` variable. A dashed purple arrow points upwards from the `RenderBatch` box to the `GLuint` box. To the right of the arrow, the parameters `numVertices`, `offset`, and `textureID` are listed, indicating the data being passed.

numVertices
offset
textureID

RenderBatch