

RayCast::RenderToBuff



```
graph LR; A[RayCast::RenderToBuff] --> B[RenderPass];
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "RayCast::RenderToBuff". A blue arrow points from the right side of this box to the left side of a second rectangular box on the right. This second box has a gray fill and a black border, and it contains the text "RenderPass".

RenderPass