

Magnum::GXPixelBufferType



```
graph LR; A[Magnum::GXPixelBufferType] --> B[DepthBuffer]; A --> C[None]; A --> D[GXTexture2D]; A --> E[GXTextureCube]; A --> F[GXColorBuffer];
```

DepthBuffer

None

GXTexture2D

GXTextureCube

GXColorBuffer