

Light::VertexBuffer



```
graph BT; A[Light::OpenGLVertexBuffer] --> B[Light::VertexBuffer];
```

The diagram illustrates an inheritance relationship between two classes. At the bottom is a white box with a black border containing the text 'Light::OpenGLVertexBuffer'. A blue arrow points vertically upwards from the center of this box to the center of a gray box with a black border at the top, which contains the text 'Light::VertexBuffer'.

Light::OpenGLVertexBuffer