

Light::Cubemap



```
graph BT; A[Light::OpenGLCubemap] --> B[Light::Cubemap]
```

The diagram illustrates an inheritance relationship between two classes. At the bottom is a gray rectangular box containing the text 'Light::OpenGLCubemap'. A blue arrow points vertically upwards from the center of this box to the center of a white rectangular box above it, which contains the text 'Light::Cubemap'. Both boxes have a thin black border.

Light::OpenGLCubemap