```
cl::detail::Wrapper
       < cl_mem >
    # object
    + Wrapper()
    + Wrapper()
    + Wrapper()
    + Wrapper()
+ ~Wrapper()
    + operator=()
    + operator=()
    + operator=()
    + operator()()
    + operator()()
    + get()
    + get()
    # retain()
    # release()
        cl::Memory
+ Memory()
+ Memory()
+ operator=()
 Memory()
+ operator=()
+ Memory()
+ operator=()
+ getInfo()
+ getInfo()
+ setDestructorCallback()
             Δ
         cl::Buffer
   + Buffer()
   + operator=()
   + Buffer()
   + operator=()
   + Buffer()
   + operator=()
   + createSubBuffer()
             Δ
   cl::BufferRenderGL
   + BufferRenderGL()

    + BufferRenderGL()

   + BufferRenderGL()
   + operator=()
   + BufferRenderGL()
   + operator=()
+ BufferRenderGL()
   + operator=()
   + getObjectInfo()
```