

ifm3d::Buffer



```
graph BT; A["ifm3d::Buffer_ < Tp >"] --> B["ifm3d::Buffer"]
```

The diagram illustrates an inheritance relationship. A light gray box at the top contains the text 'ifm3d::Buffer'. A dark gray box at the bottom contains the text 'ifm3d::Buffer\_ < Tp >'. A blue arrow points from the top of the bottom box to the bottom of the top box, indicating that 'ifm3d::Buffer\_ < Tp >' inherits from 'ifm3d::Buffer'.

ifm3d::Buffer\_ < Tp >