

Engine::VertexBuffer



```
graph BT; A[Engine::GLVertexBuffer] --> B[Engine::VertexBuffer];
```

The diagram illustrates an inheritance relationship between two classes. At the bottom is a white box labeled 'Engine::GLVertexBuffer'. A blue arrow points vertically upwards from this box to a gray box at the top labeled 'Engine::VertexBuffer'. This indicates that 'Engine::GLVertexBuffer' inherits from 'Engine::VertexBuffer'.

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