rlVertexBuffer

- + elementCount
- + vertices
- + texcoords
- + colors
- + indices
- + vaold
- + vbold

rlDrawCall

- + mode
- + vertexCount
- + vertexAlignment
- + textureId

+vertexBuffer +draws

rlRenderBatch

- + bufferCount
- + currentBuffer
- + drawCounter
- + currentDepth