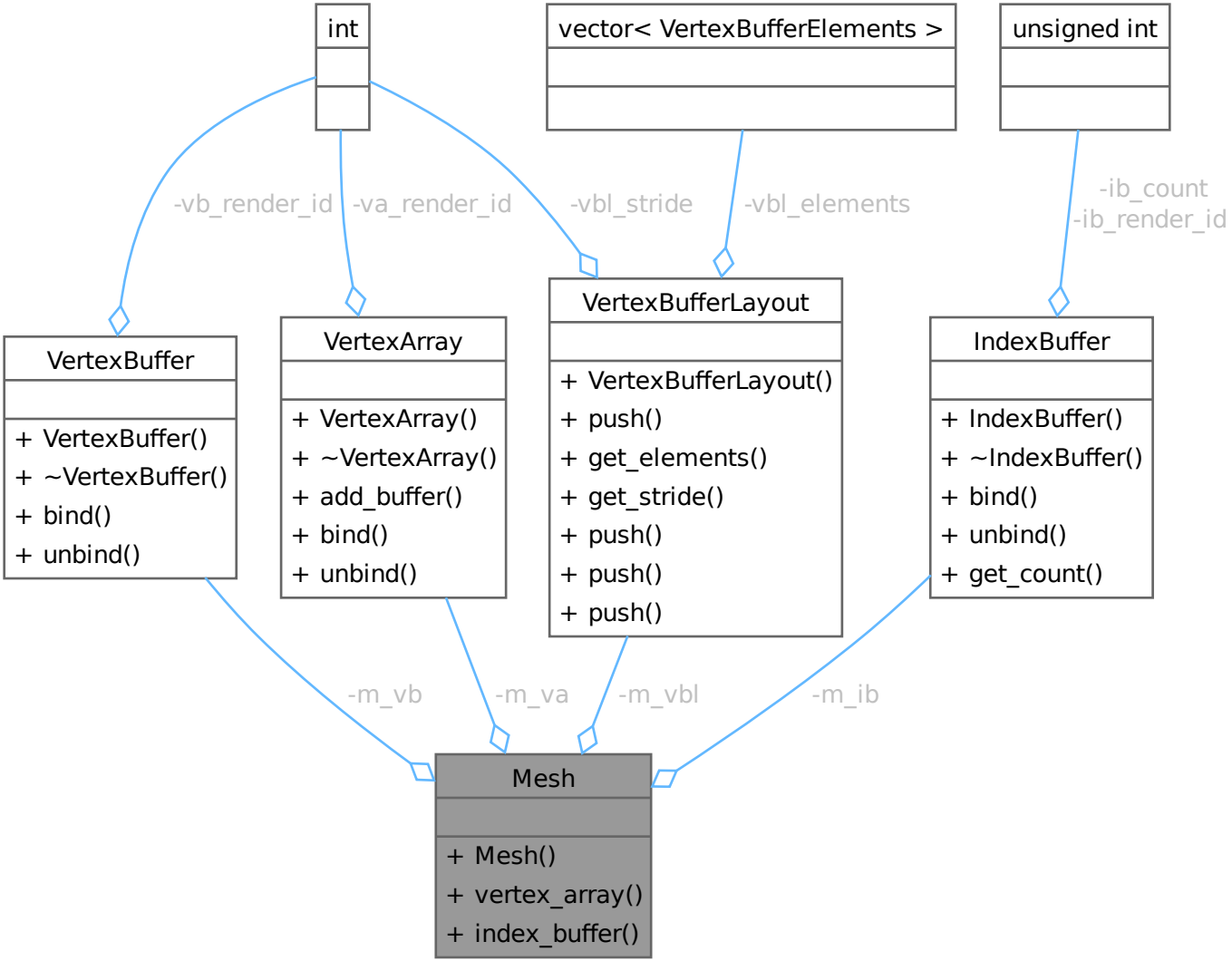
int
vector< VertexBufferElements >
unsigned int
-vb_render_id
-va_render_id
-vbl_stride
-vbl_elements
-ib_count
-ib_render_id
VertexBuffer
+ VertexBuffer()
+ ~VertexBuffer()
+ bind()
+ unbind()
VertexArray
+ VertexArray()
+ ~VertexArray()
+ add_buffer()
+ bind()
+ unbind()
VertexBufferLayout
+ VertexBufferLayout()
+ push()
+ get_elements()
+ get_stride()
+ push()
+ push()
+ push()
IndexBuffer
+ IndexBuffer()
+ ~IndexBuffer()
+ bind()
+ unbind()
+ get_count()
-m_vb
-m_va
-m_vbl
-m_ib
Mesh
+ Mesh()
+ vertex_array()
+ index_buffer()