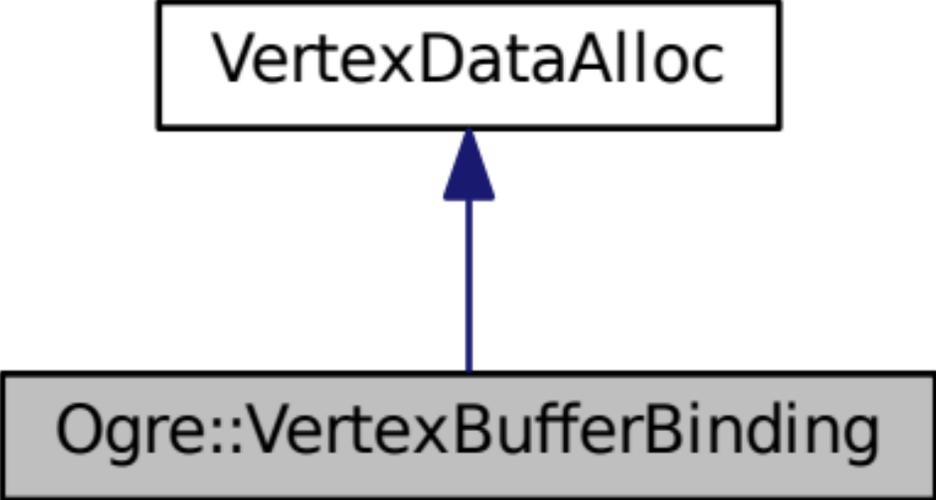


VertexDataAlloc



```
graph BT; A[Ogre::VertexBufferBinding] --> B[VertexDataAlloc];
```

Ogre::VertexBufferBinding