

irr::IReferenceCounted

```
classDiagram
    class irr__IReferenceCounted["irr::IReferenceCounted"]
    class irr__scene__ISceneCollisionManager["irr::scene::ISceneCollisionManager"]
    irr__scene__ISceneCollisionManager --|> irr__IReferenceCounted
```

irr::scene::ISceneCollisionManager