

irr::IReferenceCounted

```
graph BT; A[irr::scene::IAnimatedMeshMD3] --> B[irr::scene::IAnimatedMesh]; B --> C[irr::scene::IMesh]; C --> D[irr::IReferenceCounted];
```

irr::scene::IMesh

irr::scene::IAnimatedMesh

irr::scene::IAnimatedMeshMD3