

irr::IReferenceCounted

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graph BT; irr::scene::IQ3LevelMesh --> irr::scene::IAnimatedMesh; irr::scene::IAnimatedMesh --> irr::scene::IMesh; irr::scene::IMesh --> irr::IReferenceCounted;
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irr::scene::IMesh

irr::scene::IAnimatedMesh

irr::scene::IQ3LevelMesh