

irr::IReferenceCounted

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

irr::scene::IMesh

irr::scene::IAnimatedMesh

irr::scene::SAnimatedMesh