

irr::scene::IVertexManipulator

irr::scene::IVertexManipulator

irr::scene::SVertexColorDesaturateToAverageManipulator

```
classDiagram
    class A["irr::scene::IVertexManipulator"]
    class B["irr::scene::SVertexColorDesaturateToAverageManipulator"]
    B --> A
    B --> A
```