

irr::IReferenceCounted

```
graph BT; irr_scene_ISkinnedMesh[irr::scene::ISkinnedMesh] --> irr_scene_IAnimatedMesh[irr::scene::IAnimatedMesh]; irr_scene_IAnimatedMesh --> irr_scene_IMesh[irr::scene::IMesh]; irr_scene_IMesh --> irr_IReferenceCounted[irr::IReferenceCounted]; style irr_IReferenceCounted stroke-dasharray: 5 5;
```

irr::scene::IMesh

irr::scene::IAnimatedMesh

irr::scene::ISkinnedMesh