```
RayLib::IAsset
+ IAsset()
+ ~IAsset()
+ IAsset()
+ operator=()
RayLib::Mesh
 loaded
+ Mesh()
+ Mesh()
+ Mesh()
                    -_mesh
+ Mesh()
+ Mesh()
+ Mesh()
+ ~Mesh()
+ GetMesh()
+ SetLoaded()
```