MNL::MnBone

- m_name
- m_parentName
- m_transform
- m_toBoneLocalMatrix
- m_position
- m_rotation
- m_scale

+ MnBone()
+ ~MnBone()
+ SetOffsetMatrix()
+ SetTransform()
+ SetTransform()
+ GetTransform()
+ GetOffsetTransform()
+ SetName()
+ GetName()
+ SetParentName()
+ GetParentName()