MNL::MnCustomVertexType - m inputElements - m totalByteSize - m flags + MnCustomVertexType() + ~MnCustomVertexType() + AddInputElement() + AddInputElement() + GetElement() + TotalByteSize() + NumElements() + GetFlags() SetFlag() SetOptionalFlags() SortInputElements()

MNL::MnMeshVertexType

+ MnMeshVertexType()
+ ~MnMeshVertexType()

MNL::MnSkinnedMeshVertexType

+ MnSkinnedMeshVertexType()

+ ~MnSkinnedMeshVertexType()