```
MNL::MnMesh
# m matTransform
# m name
# m spParent
# m subMeshes
# m spVertexBuffer
# m splndexBuffer
+ MnMesh()
+ ~MnMesh()
+ Init()
+ SetParent()
+ GetParent()
+ SetTransform()
+ GetTransform()
+ GetNumSubMeshes()
+ GetSubMesh()
+ GetVertexBuffer()
+ GetVertexBufferStride()
+ GetIndexBuffer()
+ GetIndexCount()
+ GetIndexBufferFormat()
  MNL::MnStaticMesh
  + MnStaticMesh()
  + ~MnStaticMesh()
  + Init()
```