MNL::MnMesh

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m_matTransform
m_name
m_spParent
m_subMeshes
m_spVertexBuffer
m_spIndexBuffer

+ MnMesh()
+ ~MnMesh()
+ Init()
+ SetParent()
+ GetParent()
+ SetTransform()
+ GetTransform()
+ GetNumSubMeshes()
+ GetSubMesh()
+ GetVertexBuffer()
+ GetVertexBufferStride()
+ GetIndexBuffer()
+ GetIndexCount()
+ GetIndexBufferFormat()