MNL::MnMesh

m_matTransform # m_name # m_spParent

m_subMeshes # m_spVertexBuffer # m_spIndexBuffer

+ MnMesh() + ~MnMesh()

+ Init() + SetParent()

+ GetParent()

+ SetTransform() + GetTransform() + GetNumSubMeshes()

+ GetSubMesh() + GetVertexBuffer()

+ GetVertexBufferŠtride() + GetIndexBuffer()

+ GetIndexBuller() + GetIndexCount()

+ GetIndexBufferFormat()



MNL::MnSkinnedMesh

- m_spSkeleton

+ MnSkinnedMesh()

+ ~MnSkinnedMesh() + Init()

+ GetSkeleton()