MNL::MnMeshData

- m_matTransform
- m_spParentIndex
- m_hasBone
- m_meshName
- m_lstSubMeshes
- m_spSkeleton
- m_lstBoneAnimations
- m_spVertexBuffer
- m_spIndexBuffer

+ MnMeshData()
+ ~MnMeshData()
+ AddSubMesh()
+ SetTransform()
+ SetParentIndex()
+ SetName()
+ SetSkeleton()
+ SetVertexBuffer()
+ SetIndexBuffer()
+ AddAnimation()
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