IMesh

+ GetVertices()
+ GetNormals()
+ GetIndices()
+ GetTexCoords()
+ GetTexCoordsCount()
+ GetVertexCount()
+ GetNormalCount()
+ GetIndexCount()

Mesh

- m_name
- m_texCoords
- m_vertices
- m_normals
- m_vertexColours
- m_indices
- m_boneIDs
- m_boneWeights
- m_bounds
- materialIndex
- m_hasVertexColours

+ Mesh()
+ Mesh()
+ GetName()
+ GetTexCoords()
+ GetVertexColours()
+ GetBoneIDs()
+ GetBoneWeights()
+ GetMaterialIndex()
+ GetBounds()
+ GetVertexColoursCount()
+ GetBoneIDCount()
+ GetBoneWeightCount()
+ GetVertices()
+ GetNormals()
+ GetIndices()
- LoadTexCoords()
- LoadVertices()
- LoadNormals()
- LoadVertexColours()
- LoadIndices()
- LoadBones()
- LoadMaterial()
- CalculateBounds()
- GetNextWeightSlot()