

irr::IReferenceCounted



```
graph BT; A[irr::scene::IGPU SkinnedMesh] --> B[irr::scene::IMesh< T >]; B --> C[irr::IReferenceCounted]; style C stroke-dasharray: 5 5
```

irr::scene::IMesh< T >

irr::scene::IGPU SkinnedMesh