

irr::IReferenceCounted

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graph BT; A[irr::IReferenceCounted] --> B[irr::scene::IMeshBuffer< core::ICPUBuffer >]; B --> C[irr::scene::ICPUMeshBuffer]; C --> D[irr::scene::SCPUSkinMeshBuffer];
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irr::scene::IMeshBuffer< core::ICPUBuffer >

irr::scene::ICPUMeshBuffer

irr::scene::SCPUSkinMeshBuffer