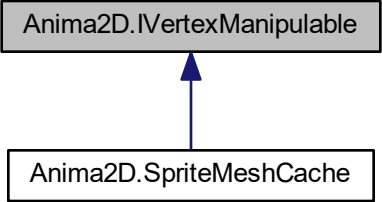


Anima2D.IVertexManipulable



```
graph BT; A[Anima2D.SpriteMeshCache] --> B[Anima2D.IVertexManipulable];
```

Anima2D.SpriteMeshCache