```
MeshProperty
+ ~MeshProperty()
+ GetMeshProperty()
+ ~MeshProperty()
+ PrintPropertyInfo()
           #property
       Mesh
   + vertices
   + mesh
   + ~Mesh()
   + GetMesh()
   + ~Mesh()
   + GetProperty()
   + Mesh()
   + ~Mesh()
   + Draw()
   + Erase()
   + Save()
   + ~Mesh()
   and 23 more...
     VoxelMesh
+ VoxelMesh()
+ ~VoxelMesh()
+ GetVertices()
+ AddChildMesh()
+ GetChildMesh()
+ RemoveChildMesh()
+ VoxelMesh()
+ ~VoxelMesh()
+ GetVertices()
+ AddChildMesh()
+ GetChildMesh()
```

+ RemoveChildMesh()