

venom::common::IPluginObject

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graph BT; VulkanMesh[venom::vulkan::VulkanMesh] --> MeshImpl[venom::common::MeshImpl]; MeshImpl --> GraphicsPluginObject[venom::common::GraphicsPluginObject]; GraphicsPluginObject --> PluginObject[venom::common::PluginObject]; PluginObject --> IPluginObject[venom::common::IPluginObject]; style IPluginObject stroke-dasharray: 5 5;
```

The diagram illustrates a vertical inheritance hierarchy. At the base is the `venom::vulkan::VulkanMesh` class. It inherits from `venom::common::MeshImpl`, which in turn inherits from `venom::common::GraphicsPluginObject`. This class inherits from `venom::common::PluginObject`, which finally inherits from the abstract base class `venom::common::IPluginObject`. The base class is enclosed in a dashed border, while the others are in solid borders. Arrows point upwards from the child classes to their parents.

venom::common::PluginObject

venom::common::GraphicsPluginObject

venom::common::MeshImpl

venom::vulkan::VulkanMesh