

flatbuffers::Table



```
graph BT; A[flatbuffers::GameNode3DOption] --> B[flatbuffers::Table];
```

The diagram illustrates a class hierarchy. At the bottom is a gray rectangular box containing the text 'flatbuffers::GameNode3DOption'. Above it is a white rectangular box containing the text 'flatbuffers::Table'. Two red arrows originate from the top edge of the gray box and point upwards to the bottom edge of the white box, indicating that 'flatbuffers::GameNode3DOption' inherits from 'flatbuffers::Table'.

flatbuffers::GameNode3DOption