

flatbuffers::Table



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

The diagram illustrates a class hierarchy. At the bottom is a gray box labeled 'flatbuffers::AnimationInfo'. Two red arrows point upwards from this box to a white box at the top labeled 'flatbuffers::Table', indicating that 'AnimationInfo' inherits from 'Table'.

flatbuffers::AnimationInfo