

crl::gui::rendering
::MeshRenderingContext
::removeTextureRenderingBuffer

```
graph LR; A["crl::gui::rendering  
::MeshRenderingContext  
::removeTextureRenderingBuffer"] --> B["crl::gui::rendering  
::MeshRenderingContext  
::getTextureRenderingBuffer"]; A --> C["crl::gui::rendering  
::MeshRenderingContext  
::isTextureRenderingBufferExist"];
```

The diagram illustrates a function call sequence. A grey box on the left represents the caller, which is `crl::gui::rendering::MeshRenderingContext::removeTextureRenderingBuffer`. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing `crl::gui::rendering::MeshRenderingContext::getTextureRenderingBuffer`. The bottom arrow points to another white box containing `crl::gui::rendering::MeshRenderingContext::isTextureRenderingBufferExist`.

crl::gui::rendering
::MeshRenderingContext
::getTextureRenderingBuffer

crl::gui::rendering
::MeshRenderingContext
::isTextureRenderingBufferExist