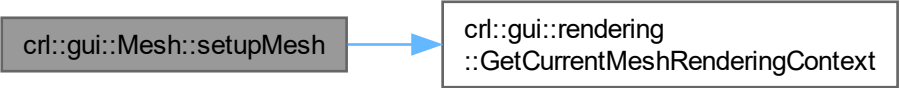


crl::gui::Mesh::setupMesh



```
graph LR; A[crl::gui::Mesh::setupMesh] --> B[crl::gui::rendering::GetCurrentMeshRenderingContext];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is shaded gray and contains the text 'crl::gui::Mesh::setupMesh'. The right box is white with a black border and contains the text 'crl::gui::rendering::GetCurrentMeshRenderingContext'.

crl::gui::rendering
::GetCurrentMeshRenderingContext