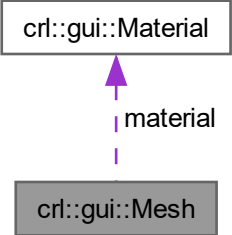


crl::gui::Material



```
graph BT; Mesh[crl::gui::Mesh] -.->|material| Material[crl::gui::Material];
```

material

crl::gui::Mesh