

crl::gui::Mesh::draw



```
graph LR; A[crl::gui::Mesh::draw] --> B[crl::gui::Shader::setVec3]
```

A diagram showing a call from `crl::gui::Mesh::draw` to `crl::gui::Shader::setVec3`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

crl::gui::Shader::setVec3