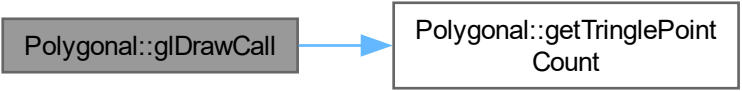


Polygonal::glDrawCall



```
graph LR; A[Polygonal::glDrawCall] --> B[Polygonal::getTringlePointCount<br/>Count]
```

A diagram showing a call from `Polygonal::glDrawCall` to `Polygonal::getTringlePointCount`. The first box is gray and the second is white. A blue arrow points from the first box to the second box.

Polygonal::getTringlePoint
Count