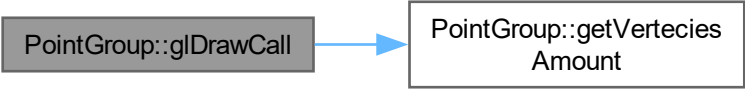


PointGroup::glDrawCall



```
graph LR; A[PointGroup::glDrawCall] --> B[PointGroup::getVerticesAmount];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "PointGroup::glDrawCall". A blue arrow points from this box to a white rectangular box on the right. The white box contains the text "PointGroup::getVerticesAmount" on the top line and "Amount" on the bottom line.

PointGroup::getVertices
Amount