

Hexeng::Renderer::Mesh

```
graph BT; A[Hexeng::Renderer::DebugSquare] --> B[Hexeng::Renderer::Square]; B --> C[Hexeng::Renderer::Quad]; C --> D[Hexeng::Renderer::Mesh]; style D stroke-dasharray: 5 5;
```

Hexeng::Renderer::Quad

Hexeng::Renderer::Square

Hexeng::Renderer::DebugSquare