


CAnimMesh::Update



```
graph LR; A[CAnimMesh::Update] --> B[Object::Delete]
```

A diagram showing a call from CAnimMesh::Update to Object::Delete. The first box, CAnimMesh::Update, is shaded gray and has a black border. A blue arrow points from its right side to the second box, Object::Delete, which is white with a black border.

Object::Delete