


Mesh::Draw



```
graph LR; A[Mesh::Draw] --> B[GraphicsDevice::GetDeviceContext]
```

A diagram showing a call from `Mesh::Draw` to `GraphicsDevice::GetDeviceContext`. The `Mesh::Draw` box is gray, and the `GraphicsDevice::GetDeviceContext` box is white. A blue arrow points from the gray box to the white box.

GraphicsDevice::GetDeviceContext