

RotateMesh



```
graph LR; A[RotateMesh] --> B[HF::Geometry::MeshInfo::PerformRotation]
```

A diagram showing a call from a function named 'RotateMesh' to a method named 'HF::Geometry::MeshInfo::PerformRotation'. The 'RotateMesh' box is shaded gray, while the target method box is white. A blue arrow points from the right side of the 'RotateMesh' box to the left side of the target box.

HF::Geometry::MeshInfo
::PerformRotation