


Scene::FreeAllMeshes



```
graph LR; A[Scene::FreeAllMeshes] --> B[FreeMesh]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Scene::FreeAllMeshes". A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text "FreeMesh". Both boxes have a thin black border.

FreeMesh