

DrawMesh



```
graph LR; A[DrawMesh] --> B[glDrawElements]
```

A diagram showing a relationship between two functions. On the left is a gray rectangular box containing the text 'DrawMesh'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'glDrawElements'. Both boxes have a thin black border.

glDrawElements