

VoxelMesh.h

```
graph TD; VM[VoxelMesh.h] --> M[Mesh.h]; VM --> V[vector];
```

A diagram illustrating the dependencies of the VoxelMesh.h header file. At the top is a gray box labeled 'VoxelMesh.h'. Two blue arrows point downwards from this box to two separate boxes below. The left box is labeled 'Mesh.h' and has a black border. The right box is labeled 'vector' and has a gray border.

Mesh.h

vector