

Mesh.h

```
graph TD; Mesh.h --> string; Mesh.h --> memory;
```

A diagram showing a dependency structure. At the top is a gray rectangular box labeled 'Mesh.h'. Two blue arrows point downwards from the bottom of this box to two separate white rectangular boxes below it. The left box is labeled 'string' and the right box is labeled 'memory'. Both boxes have a thin gray border.

string

memory