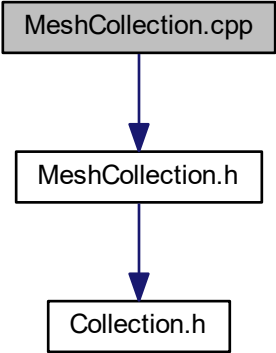


MeshCollection.cpp



```
graph TD; A[MeshCollection.cpp] --> B[MeshCollection.h]; B --> C[Collection.h];
```

MeshCollection.h

Collection.h