

TexturedPolygons::Clear

TexturedPolygons::  
~TexturedPolygons



```
graph LR; A[TexturedPolygons::~~TexturedPolygons] --> B[TexturedPolygons::Clear];
```

The diagram illustrates a call to the `TexturedPolygons::Clear` method from the destructor `~TexturedPolygons`. A blue arrow points from the destructor box on the right to the `Clear` method box on the left.