

TexturedPolygons::
~TexturedPolygons



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

A diagram illustrating a destructor call. On the left, a gray rectangular box contains the text "TexturedPolygons::~~TexturedPolygons". A blue arrow points from this box to a white rectangular box on the right, which contains the text "TexturedPolygons::Clear".

TexturedPolygons::Clear