

Process Mesh Set

This example processes a set of meshes into a voxelized mesh set.

```
# Create a voxel mesh
# The variable "mesh_id" contains the ID of a raw point cloud
# The variable "crs" contains the CRS of the project

result = vf.create_entity_processed(
    project=project,
    type=vf.entity_type.VoxelMesh,
    name="My Mesh Set",
    fields={
        'source': mesh_id
    },
    crs=crs)
if not result.success:
    print(result.error_info)
    exit(5)
voxmash_id = result.id
```

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