


Material::SetMaterial



```
graph LR; A[Material::SetMaterial] --> B[Renderer::GetDeviceContext]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'Material::SetMaterial'. The right box is white with a black border and contains the text 'Renderer::GetDeviceContext'. A blue arrow points from the right side of the gray box to the left side of the white box.

Renderer::GetDeviceContext