

sources/Component/Shaders
/Items/AlphaCtxShaderComponent.hpp

```
graph BT; A["sources/Component/Shaders  
/Items/AlphaCtxShaderComponent.cpp"] --> C["sources/Component/Shaders  
/Items/AlphaCtxShaderComponent.hpp"]; B["sources/Runner/GameScene.cpp"] --> C;
```

sources/Component/Shaders
/Items/AlphaCtxShaderComponent.cpp

sources/Runner/GameScene.cpp