

sources/System/ShaderDrawables/
ShaderDrawable2DSystem.hpp

```
graph BT; A[sources/Runner/Runner.cpp] --> C[sources/System/ShaderDrawables/ShaderDrawable2DSystem.hpp]; B[sources/System/ShaderDrawables/ShaderDrawable2DSystem.cpp] --> C;
```

sources/Runner/Runner.cpp

sources/System/ShaderDrawables/
ShaderDrawable2DSystem.cpp