

mat4\_u

```
graph BT; A[vulkan_ui_shader_global_ubo] -.-> B[mat4_u];
```

The diagram illustrates a pointer relationship. At the bottom, a grey rectangular box contains the text 'vulkan\_ui\_shader\_global\_ubo'. A dashed purple arrow points vertically upwards from this box to a white rectangular box at the top containing the text 'mat4\_u'. To the right of the arrow, the following labels are listed: 'm\_reserved0', 'm\_reserved1', 'projection', and 'view'.

m\_reserved0

m\_reserved1

projection

view

vulkan\_ui\_shader\_global\_ubo