

vulkan_material_shader
_create

vulkan_ui_shader_create

create_shader_module

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graph LR; A[vulkan_material_shader_create] --> C[create_shader_module]; B[vulkan_ui_shader_create] --> C;
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The diagram illustrates a dependency or call relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'vulkan_material_shader_create' and the bottom box contains 'vulkan_ui_shader_create'. On the right, there is a single gray rectangular box with a black border containing the text 'create_shader_module'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'vulkan_material_shader_create' and 'vulkan_ui_shader_create' call or depend on 'create_shader_module'.