

Scene::Run



```
graph LR; A[Scene::Run] --> B[Renderer::SetShaderTerrain]
```

A diagram showing a call from Scene::Run to Renderer::SetShaderTerrain. The first box, labeled 'Scene::Run', is white with a black border. A blue arrow points from its right side to the second box, labeled 'Renderer::SetShaderTerrain', which is gray with a black border.

Renderer::SetShaderTerrain