


Md2::LoadModel



```
graph LR; A[Md2::LoadModel] --> B[Shader::Shader]
```

A diagram showing a call from the function `Md2::LoadModel` to the constructor `Shader::Shader`. The function name is in a gray box on the left, and the constructor name is in a white box on the right. A blue arrow points from the function box to the constructor box.

Shader::Shader