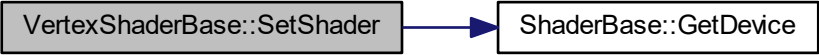


VertexShaderBase::SetShader



```
graph LR; A[VertexShaderBase::SetShader] --> B[ShaderBase::GetDevice]
```

A diagram showing a call from `VertexShaderBase::SetShader` to `ShaderBase::GetDevice`. The first box is gray and the second is white, connected by a blue arrow pointing right.

ShaderBase::GetDevice