

ShaderManager::InitVertex
Shaders



```
graph LR; A[ShaderManager::InitVertexShaders] --> B[ShaderBase::Init]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'ShaderManager::InitVertex' on the top line and 'Shaders' on the bottom line. The right box is white with a black border and contains the text 'ShaderBase::Init'. A blue arrow points from the right side of the gray box to the left side of the white box.

ShaderBase::Init