

DrawOrderList::GetIsLighting

VertexShaderFixed::
CommonSetting



```
graph LR; A[VertexShaderFixed::CommonSetting] --> B[DrawOrderList::GetIsLighting]
```

A diagram showing a call from the `VertexShaderFixed::CommonSetting` function to the `DrawOrderList::GetIsLighting` function. The `VertexShaderFixed::CommonSetting` box is white with a black border, and the `DrawOrderList::GetIsLighting` box is gray with a black border. A blue arrow points from the right side of the white box to the left side of the gray box.