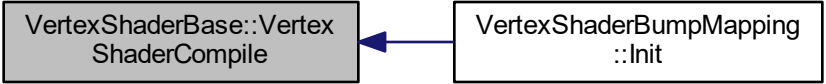


VertexShaderBase::Vertex
ShaderCompile



```
graph LR; A[VertexShaderBumpMapping::Init] --> B[VertexShaderBase::VertexShaderCompile];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'VertexShaderBase::VertexShaderCompile'. The box on the right is white and contains the text 'VertexShaderBumpMapping::Init'. A blue arrow points from the right box to the left box, indicating a call or relationship from the right to the left.

VertexShaderBumpMapping
::Init