

BARE2D::ShaderProgram
::getUniformLocation



```
graph LR; A[BARE2D::ShaderProgram::getUniformLocation] --> B[BARE2D::throwError]
```

A diagram showing a call from the function `BARE2D::ShaderProgram::getUniformLocation` to the function `BARE2D::throwError`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second.

BARE2D::throwError