

BARE2D::ShaderProgram
::getUniformLocation



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'BARE2D::ShaderProgram' on the top line and '::getUniformLocation' on the bottom line. The right box is white with a black border and contains the text 'BARE2D::throwError'. A blue arrow points from the right side of the left box to the left side of the right box.

BARE2D::throwError