

FluidShader::FluidShader



```
graph LR; A[FluidShader::FluidShader] --> B[FluidShader::setRefractionRatio]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'FluidShader::FluidShader'. The right box is white and contains the text 'FluidShader::setRefractionRatio' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

FluidShader::setRefraction  
Ratio