

Gear::OpenGLShader
::PreProcess



```
graph LR; A[Gear::OpenGLShader::PreProcess] --> B[Gear::ShaderTypeFromString]
```

A diagram showing a call from the function `Gear::OpenGLShader::PreProcess` to the function `Gear::ShaderTypeFromString`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

Gear::ShaderTypeFromString