

Gear::ShaderLibrary::Add

Gear::ShaderLibrary::Get

Gear::ShaderLibrary
::Exists

```
graph LR; A[Gear::ShaderLibrary::Add] --> C[Gear::ShaderLibrary::Exists]; B[Gear::ShaderLibrary::Get] --> C;
```

The diagram illustrates a dependency or relationship between three functions. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'Gear::ShaderLibrary::Add' and the bottom box contains 'Gear::ShaderLibrary::Get'. On the right, a gray rectangular box contains the text 'Gear::ShaderLibrary::Exists' on two lines. Two blue arrows originate from the right side of the top and bottom white boxes and point towards the left side of the gray box, indicating that both 'Add' and 'Get' functions depend on or call the 'Exists' function.