

Gear::ShaderLibrary::Add

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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Gear::ShaderLibrary::Add'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'Gear::ShaderLibrary::Exists'.

Gear::ShaderLibrary
::Exists