

_shaderLocations

```
graph BT; _Shader[_Shader] -.->|m_locations| _shaderLocations[_shaderLocations];
```

The diagram illustrates a pointer relationship. At the bottom is a box labeled `_Shader`. A dashed purple arrow points upwards from this box to a box at the top labeled `_shaderLocations`. The arrow is labeled `m_locations` in the middle.

m_locations

_Shader