

_shaderLocations

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

The diagram illustrates a pointer relationship. At the bottom is a gray rectangular box labeled `_Shader`. A dashed purple line extends upwards from the top center of this box. To the right of this line is the text `m_locations`. The dashed line terminates in a solid purple arrowhead pointing directly at the bottom center of a white rectangular box at the top, which is labeled `_shaderLocations`.

m_locations

_Shader