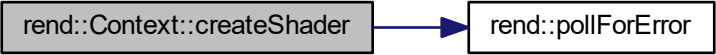


rend::Context::createShader



```
graph LR; A[rend::Context::createShader] --> B[rend::pollForError]
```

A flow diagram consisting of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'rend::Context::createShader'. The right box is white and contains the text 'rend::pollForError'. A blue arrow points from the right side of the gray box to the left side of the white box.

rend::pollForError