

rend::Shader::render



```
graph LR; A[rend::Shader::render] --> B[rend::pollForError]
```

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

rend::pollForError