

DrawGL::DrawLine



```
graph LR; A[DrawGL::DrawLine] --> B[DrawGL::UpdateShaders]
```

A diagram showing a call from the function DrawGL::DrawLine to the function DrawGL::UpdateShaders. The first box, containing 'DrawGL::DrawLine', is shaded gray and has a black border. A blue arrow points from its right side to the left side of the second box, which contains 'DrawGL::UpdateShaders'. The second box is white with a black border.

DrawGL::UpdateShaders