

Engine::OnInitialize



```
graph LR; A[Engine::OnInitialize] --> B[ShaderManager::Load]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is white with a black border and contains the text 'Engine::OnInitialize'. The right box is gray with a black border and contains the text 'ShaderManager::Load'. The arrow points from the right side of the first box to the left side of the second box.

ShaderManager::Load