


Renderer::Initialize



```
graph LR; A[Renderer::Initialize] --> B[PipelineBuilder::SetShaderManager];
```

A flow diagram consisting of two rectangular boxes connected by a blue arrow. The first box on the left is white with a black border and contains the text 'Renderer::Initialize'. A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a black border and contains the text 'PipelineBuilder::SetShaderManager' on two lines.

PipelineBuilder::SetShader  
Manager