

ShaderManager::SetVec2

```
graph LR; A[ShaderManager::SetVec2] --> B[ShaderManager::GetShader]; A --> C[ShaderObj::IsValid];
```

A diagram illustrating a function call sequence. On the left, a gray rectangular box contains the text "ShaderManager::SetVec2". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box with a black border containing the text "ShaderManager::GetShader". The bottom arrow points to another white rectangular box with a black border containing the text "ShaderObj::IsValid".

ShaderManager::GetShader

ShaderObj::IsValid