

Engine::OnShutdown

ShaderManager::~~ShaderManager

ShaderManager::ClearAll

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graph LR; A[Engine::OnShutdown] --> C[ShaderManager::ClearAll]; B[ShaderManager::~~ShaderManager] --> C;
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The diagram illustrates a call graph where two functions, 'Engine::OnShutdown' and 'ShaderManager::~~ShaderManager', both call the function 'ShaderManager::ClearAll'. The call from 'Engine::OnShutdown' is represented by a blue arrow pointing from its box to the 'ShaderManager::ClearAll' box. Similarly, the call from 'ShaderManager::~~ShaderManager' is represented by a blue arrow pointing from its box to the 'ShaderManager::ClearAll' box. The 'ShaderManager::ClearAll' box is shaded gray, while the other two are white with black borders.