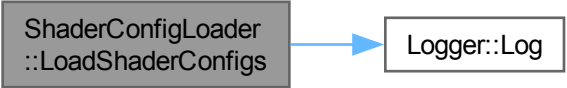


ShaderConfigLoader
::LoadShaderConfigs



```
graph LR; A[ShaderConfigLoader::LoadShaderConfigs] --> B[Logger::Log]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "ShaderConfigLoader" and "::

Logger::Log