

ShaderManager::SetFloat

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

The diagram illustrates a control flow graph. On the left, a gray rectangular node labeled "ShaderManager::SetFloat" has two outgoing blue arrows. The top arrow points to a white rectangular node labeled "ShaderManager::GetShader" located above and to the right. The bottom arrow points to another white rectangular node labeled "ShaderObj::IsValid" located below and to the right.

ShaderManager::GetShader

ShaderObj::IsValid