

ShaderManager::SetMat4

```
graph LR; A[ShaderManager::SetMat4] --> 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::SetMat4'. 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