

ShaderManager::SetInt

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

The diagram illustrates a function call sequence. A gray box on the left, labeled 'ShaderManager::SetInt', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'ShaderManager::GetShader'. The bottom arrow points to a white box labeled 'ShaderObj::IsValid'.

ShaderManager::GetShader

ShaderObj::IsValid