

ShaderManager::SetBool

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

A diagram illustrating a function call sequence. A gray rectangular box on the left contains the text "ShaderManager::SetBool". 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