

ShaderManager.h



```
graph TD; A[ShaderManager.h] --> B[map];
```

A diagram showing a relationship between two components. At the top is a gray rectangular box with a black border containing the text "ShaderManager.h". A blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box with a gray border below it. The white box contains the text "map".

map