

ShaderManagerAttorney.h

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

The diagram illustrates a vertical flow of three components. At the top is a gray rectangular box labeled 'ShaderManagerAttorney.h'. A blue arrow points downwards from this box to a white rectangular box labeled 'ShaderManager.h'. Another blue arrow points downwards from 'ShaderManager.h' to a white rectangular box labeled 'map'.

ShaderManager.h

map