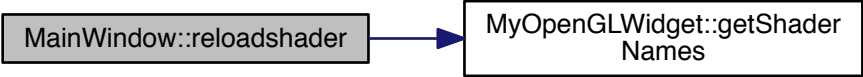


MainWindow::reloadshader



```
graph LR; A[MainWindow::reloadshader] --> B[MyOpenGLWidget::getShaderNames]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MainWindow::reloadshader'. The right box is white and contains the text 'MyOpenGLWidget::getShaderNames' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

MyOpenGLWidget::getShader  
Names