

shaders.h



```
graph BT; A[render_particles.cpp] --> B[shaders.h];
```

A diagram illustrating a file dependency. At the bottom is a white rectangular box with a black border containing the text 'render\_particles.cpp'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a gray rectangular box with a black border above it. The gray box contains the text 'shaders.h'.

render\_particles.cpp