

Shader::setUniformMatrix4fv



```
graph LR; A[Shader::setUniformMatrix4fv] --> B[Shader::bind]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The first box on the left has a gray background and a dark gray border, containing the text 'Shader::setUniformMatrix4fv'. The second box on the right has a white background and a dark gray border, containing the text 'Shader::bind'.

Shader::bind