

Shader::setUniformVec3



```
graph LR; A[Shader::setUniformVec3] --> B[Shader::bind]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The first box on the left is filled with a dark gray color and contains the text 'Shader::setUniformVec3'. A blue arrow points from the right side of this box to the left side of the second box. The second box on the right is white with a dark gray border and contains the text 'Shader::bind'.

Shader::bind