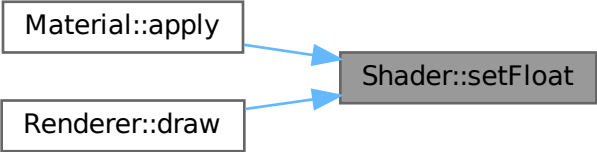


Material::apply

Renderer::draw

Shader::setFloat



```
graph LR; A[Material::apply] --> C[Shader::setFloat]; B[Renderer::draw] --> C;
```