

MNL::MnVertexShader
::GetShader



```
graph LR; A[MNL::MnVertexShader::GetShader] --> B[MNL::MnLog::MB_InitFailed]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'MNL::MnVertexShader' on the top line and '::GetShader' on the bottom line. The right box is white with a black border and contains the text 'MNL::MnLog::MB_InitFailed'. A dark blue arrow points from the right side of the left box to the left side of the right box.

MNL::MnLog::MB_InitFailed