MNI ··MnShaderPath m spVertexShader - m spPixelShader - m splnputLayout - m spSamplerState + MnShaderPath() + ~MnShaderPath() + GetVertexShader() + GetPixelShader() + GetInputLavout() + GetSamplerState() # SetVertexShader() # SetPixelShader() # SetInputLayout() # SetSamplerState() # GetMnVertexShader() MNL::MnShaderPathInstance + MnShaderPathInstance() + ~MnShaderPathInstance() # InitShaders() InitInputLayout() # InitSamplerState() MNL::SkinnedMeshShaderPath + SkinnedMeshShaderPath() + ~SkinnedMeshShaderPath() + Init()