```
MNI ··MnShaderPath

    m spVertexShader

  - m spPixelShader

    m splnputLayout

    m spSamplerState

  + MnShaderPath()
  + ~MnShaderPath()
  + GetVertexShader()
  + GetPixelShader()
  + GetInputLayout()
  + GetSamplerState()
  # SetVertexShader()
  # SetPixelShader()
  # SetInputLayout()
  # SetSamplerState()
  # GetMnVertexShader()
MNL::MnShaderPathInstance
+ MnShaderPathInstance()
```

+ ~MnShaderPathInstance()

#_InitShaders()
#_InitInputLayout()
#_InitSamplerState()