

MNL::MnRenderer::AddShader
PathInstance

```
graph RL; WinMain[WinMain] --> AddShader[MNL::MnRenderer::AddShaderPathInstance];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'MNL::MnRenderer::AddShader' on the top line and 'PathInstance' on the bottom line. The box on the right is white and contains the text 'WinMain'. A dark blue arrow points from the right side of the 'WinMain' box to the right side of the gray box.

WinMain