

Ragot::Shader::Shader



```
graph LR; A[Ragot::Shader::Shader] --> B[Ragot::Shader::show_compilation_error]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'Ragot::Shader::Shader'. A blue arrow points from this box to a white rectangular box on the right. The white box contains the text 'Ragot::Shader::show\_compilation\_error'.

Ragot::Shader::show  
\_compilation\_error