

DirectXManager::AddModel

```
graph LR; A[DirectXManager::AddModel] --> B[Model::GetMeshEntries]; A --> C[Material::GetShaderProgram];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'DirectXManager::AddModel'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Model::GetMeshEntries'. The bottom arrow points to another white rectangular box containing 'Material::GetShaderProgram'.

Model::GetMeshEntries

Material::GetShaderProgram