

u22::graphics::EffectShader
::TransferUniform



```
graph LR; A["u22::graphics::EffectShader  
::TransferUniform"] --> B["glm::transpose"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'u22::graphics::EffectShader' on the top line and '::TransferUniform' on the bottom line. The right box is white and contains the text 'glm::transpose'. A blue arrow points from the right side of the gray box to the left side of the white box.

glm::transpose