

xpe::render::cComputeShader  
::Unbind



```
graph LR; A["xpe::render::cComputeShader::Unbind"] --> B["xpe::render::context::UnbindCSStage"]; B --> B;
```

The diagram illustrates a function call. A grey rectangular box on the left contains the text 'xpe::render::cComputeShader::Unbind'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'xpe::render::context::UnbindCSStage'. A curved blue arrow originates from the top of the white box and points back to the top of the white box, indicating a self-call or a return path.

xpe::render::context  
::UnbindCSStage