

SetUniform



```
graph LR; A[SetUniform] --> B[glm::value_ptr]
```

A diagram showing a relationship between two entities. On the left is a gray rectangular box with a black border containing the text 'SetUniform'. A blue arrow points from the right side of this box to a white rectangular box with a black border on the right. This second box contains the text 'glm::value\_ptr'.

glm::value\_ptr