

opengl_get_fragment
_shader_code

```
graph LR; A[opengl_get_fragment_shader_code] --> B[format]
```

A diagram illustrating a function call. A gray rectangular box on the left contains the text 'opengl_get_fragment_shader_code'. A dark blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text 'format'.

format