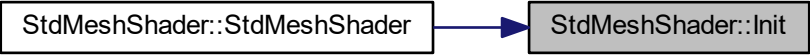


StdMeshShader::StdMeshShader



```
graph LR; A[StdMeshShader::StdMeshShader] --> B[StdMeshShader::Init]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'StdMeshShader::StdMeshShader'. The right box is gray with a black border and contains the text 'StdMeshShader::Init'. A blue arrow points from the right side of the left box to the left side of the right box.

StdMeshShader::Init