

GizmoShader::GizmoShader

```
graph LR; A[GizmoShader::GizmoShader] --> B[GizmoShader::Init]; B --> C[GizmoShader::ShaderCompile];
```

The diagram illustrates a sequence of three steps in a horizontal flowchart. The first step is a white box labeled 'GizmoShader::GizmoShader'. A blue arrow points from this box to a second white box labeled 'GizmoShader::Init'. Another blue arrow points from the second box to a third, gray-shaded box labeled 'GizmoShader::ShaderCompile'.

GizmoShader::Init

GizmoShader::ShaderCompile