


GizmoShader::GizmoShader



```
graph LR; A[GizmoShader::GizmoShader] --> B[GizmoShader::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 'GizmoShader::GizmoShader'. The right box is gray with a black border and contains the text 'GizmoShader::Init'. A dark blue arrow points from the right side of the left box to the left side of the right box.

GizmoShader::Init