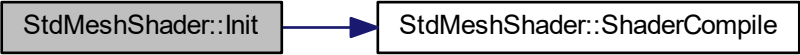


StdMeshShader::Init



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

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

StdMeshShader::ShaderCompile