

mGLLES2ContextDrawFrame



```
graph LR; A[mGLLES2ContextDrawFrame] --> B[_drawShader]
```

A diagram showing a call from the function `mGLLES2ContextDrawFrame` to the function `_drawShader`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

\_drawShader