

ShaderPipeline::map



```
graph LR; A[ShaderPipeline::map] --> B[VertexBuffer::bind]
```

A diagram illustrating a sequence of operations. On the left, a white rectangular box with a black border contains the text "ShaderPipeline::map". A blue arrow points from the right side of this box to the left side of a gray rectangular box with a black border on the right, which contains the text "VertexBuffer::bind".

VertexBuffer::bind