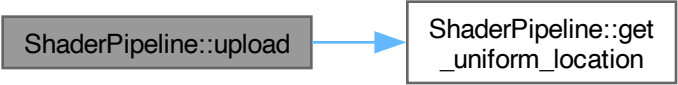


ShaderPipeline::upload



```
graph LR; A[ShaderPipeline::upload] --> B[ShaderPipeline::get_uniform_location]
```

A diagram showing a call from ShaderPipeline::upload to ShaderPipeline::get_uniform_location. The first box is gray and the second is white, connected by a blue arrow.

ShaderPipeline::get
_uniform_location