

ShaderPipeline::map



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

A diagram illustrating a function call. 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 second box on the right. The second box is gray with a black border and contains the text "ShaderPipeline::_define_attribute" on two lines.

ShaderPipeline::_define
_attribute