

ShaderPipeline::map



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

A diagram showing a call from ShaderPipeline::map to ShaderPipeline::enable. The first box, containing 'ShaderPipeline::map', is white with a black border. A blue arrow points from its right side to the second box, which contains 'ShaderPipeline::enable' and has a gray fill with a black border.

ShaderPipeline::enable