

ShaderPipeline::map



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

A diagram showing a call from the `ShaderPipeline::map` function to the `ShaderPipeline::_define_index_attribute` function. The `ShaderPipeline::map` function is represented by a white box with a black border, and the `ShaderPipeline::_define_index_attribute` function is represented by a gray box with a black border. A blue arrow points from the `ShaderPipeline::map` box to the `ShaderPipeline::_define_index_attribute` box.

ShaderPipeline::_define
_index_attribute