

ErrorHandler



```
graph BT; Shader --> ErrorHandler
```

A diagram showing a relationship between two components. At the top is a rectangular box with a thick black border containing the text 'ErrorHandler'. At the bottom is another rectangular box with a thick black border containing the text 'Shader'. A vertical black arrow points from the top edge of the 'Shader' box to the bottom edge of the 'ErrorHandler' box, indicating a call or dependency from the Shader to the ErrorHandler.

Shader