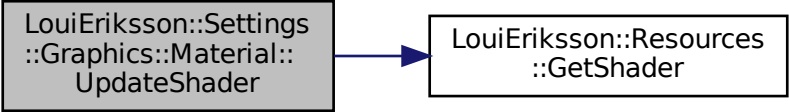


LouiEriksson::Settings
::Graphics::Material::
UpdateShader



```
graph LR; A[LouiEriksson::Settings::Graphics::Material::UpdateShader] --> B[LouiEriksson::Resources::GetShader]
```

LouiEriksson::Resources
::GetShader