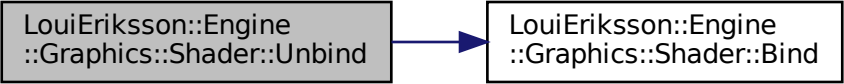


LouiEriksson::Engine
::Graphics::Shader::Unbind



```
graph LR; A[LouiEriksson::Engine::Graphics::Shader::Unbind] --> B[LouiEriksson::Engine::Graphics::Shader::Bind];
```

A diagram showing a call from the Unbind method to the Bind method. A grey box on the left contains the text 'LouiEriksson::Engine::Graphics::Shader::Unbind'. A blue arrow points from the right side of this box to a white box on the right. The white box contains the text 'LouiEriksson::Engine::Graphics::Shader::Bind'.

LouiEriksson::Engine
::Graphics::Shader::Bind