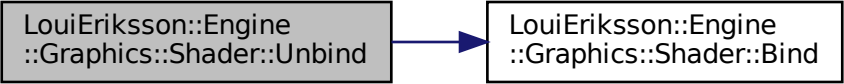


LouiEriksson::Engine  
::Graphics::Shader::Unbind



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

A diagram showing a call from the Unbind function to the Bind function. A blue arrow points from the left box to the right box.

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