

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



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

A diagram showing a call from the `UpdateShader` method in the `LouiEriksson::Engine::Settings::Graphics::Material` namespace to the `GetShader` method in the `LouiEriksson::Engine::Resources` namespace. The source box is shaded gray and the target box is white. A blue arrow points from the source to the target.

LouiEriksson::Engine
::Resources::GetShader