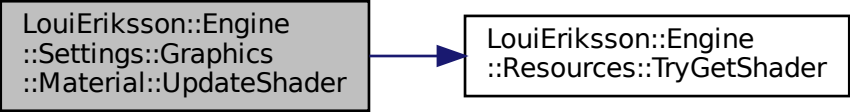


LouiEriksson::Engine
::Settings::Graphics
::Material::UpdateShader



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

LouiEriksson::Engine
::Resources::TryGetShader