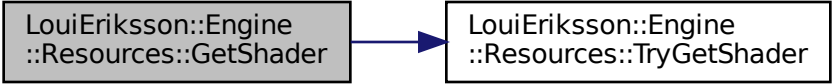


LouiEriksson::Engine
::Resources::GetShader



```
graph LR; A[LouiEriksson::Engine::Resources::GetShader] --> B[LouiEriksson::Engine::Resources::TryGetShader]
```

A diagram showing a call from the `GetShader` method to the `TryGetShader` method. The `GetShader` method is represented by a grey box on the left, and the `TryGetShader` method is represented by a white box on the right. A blue arrow points from the right side of the `GetShader` box to the left side of the `TryGetShader` box.

LouiEriksson::Engine
::Resources::TryGetShader