

LouiEriksson::Engine  
::Graphics::Shader::operator  
GLint



```
graph LR; A[LouiEriksson::Engine::Graphics::Shader::operator GLint] --> B[LouiEriksson::Engine::Graphics::Shader::ID];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box has a light gray background and contains the text 'LouiEriksson::Engine', '::Graphics::Shader::operator', and 'GLint' on three lines. The right box has a white background and contains the text 'LouiEriksson::Engine' and '::Graphics::Shader::ID' on two lines.

LouiEriksson::Engine  
::Graphics::Shader::ID