

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



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

A diagram showing a function call. A grey box on the left contains the text 'LouiEriksson::Engine', '::Settings::Graphics', and '::Material::UpdateShader'. A blue arrow points from the right side of this box to a white box on the right. The white box contains the text 'LouiEriksson::Engine' and '::Resources::GetShader'.

LouiEriksson::Engine
::Resources::GetShader