

vk3d\_shader\_macro

vk3d\_shader\_code

vk3d\_shader\_preprocess\_info

macros

pfn\_close\_include  
pfn\_open\_include

```
graph BT; A[vk3d_shader_preprocess_info] -.->|macros| B[vk3d_shader_macro]; A -.->|pfn_close_include, pfn_open_include| C[vk3d_shader_code];
```

The diagram illustrates the relationship between three data structures. At the bottom is a grey-shaded box labeled 'vk3d\_shader\_preprocess\_info'. Two dashed purple arrows originate from this box. The left arrow points to a white box labeled 'vk3d\_shader\_macro' and is labeled 'macros'. The right arrow points to a white box labeled 'vk3d\_shader\_code' and is labeled with 'pfn\_close\_include' and 'pfn\_open\_include'.