

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. One arrow points to a white box labeled 'vk3d\_shader\_macro' at the top left, with the label 'macros' placed next to the arrow. The other arrow points to a white box labeled 'vk3d\_shader\_code' at the top right, with the labels 'pfn\_close\_include' and 'pfn\_open\_include' placed next to the arrow.