

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.