RAY::Cache< RAY::Shader >

- _dataLoader
- _dataUnloader
- _cache

+ Cache()
+ Cache()
+ ~Cache()
+ operator=()
+ fetch()

-_shadersCache

RAY::Shader

- _vertexFile
- _fragmentFile
- _rayLibShader
- _shaderIndexVars

+ getShaderPtr()
+ setShaderUniformVar()
+ setShaderUniformVar()
+ setShaderUniformVar()
+ setLocation()
+ Shader()
+ Shader()
+ ~Shader()
+ operator=()
+ BeginUsingCustomShader()
+ EndUsingCustomShader()