ch.innovazion.arionide.ui.shaders.preprocessor.
ShaderPreprocessor.checkCommand

ch.innovazion.arionide.ui.shaders.preprocessor.
ShaderPreprocessor.processCommand

ch.innovazion.arionide.ui.shaders.preprocessor.
ShaderSettings.resolveConstant

ch.innovazion.arionide.ui.shaders.preprocessor.

ShaderSettings.resolveFunction