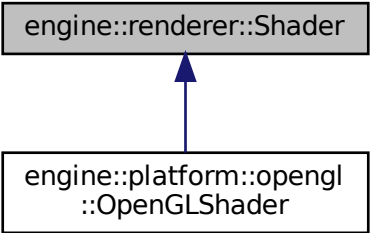


engine::renderer::Shader



```
graph BT; A[engine::platform::opengl::OpenGLShader] --> B[engine::renderer::Shader];
```

engine::platform::opengl  
::OpenGLShader