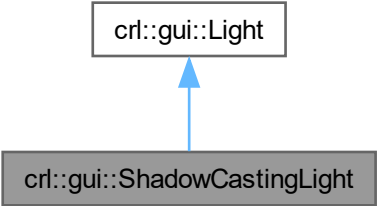


crl::gui::Light



```
graph BT; A[crl::gui::ShadowCastingLight] --> B[crl::gui::Light]
```

crl::gui::ShadowCastingLight