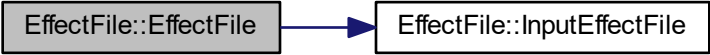


EffectFile::EffectFile



```
graph LR; A[EffectFile::EffectFile] --> B[EffectFile::InputEffectFile]
```

EffectFile::InputEffectFile