```
BARE2D::BumpyRenderer
::preRender
```
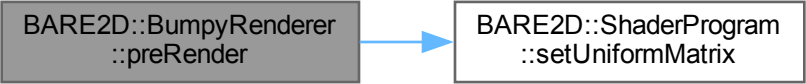```
BARE2D::ShaderProgram
::setUniformMatrix
```