BARE2D::BasicRenderer ::init BARE2D::FBORenderer ::init BARE2D::ShaderProgram BARE2D::TexturelessRenderer ::init BARE2D::DebugRenderer ::init BARE2D::ResourceManager ::loadShaders

::compileShaders

BARE2D::DebugRenderer

BARE2D::ShaderProgram

::compileShadersFromSource

BARE2D::ResourceManager ::loadShadersFromSource