```
trimesh::GLManager
    ::AttributeInfo

+ name
+ buf
+ p
+ floats_per_attribute
+ stride
+ offset
+ location

+ AttributeInfo()
```

+color_info
+normal_info
+vertex_info
+texcoord_info

```
trimesh::GLManager
    ::ShaderInfo

+ name
+ vshader
+ fshader
+ program
+ have_uniform
+ have_attribute
+ have_vertex
+ have_normal
+ have_color3
+ have_color4
+ have_texcoord
+ uniform_info
+ attribute_info
+ texunit_binding
+ checked

+ ShaderInfo()
```