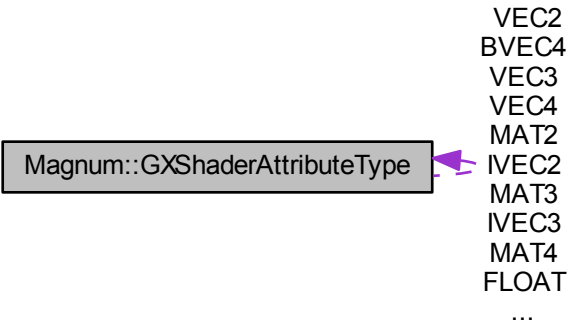


Magnum::GXShaderAttributeType



```
graph TD; VEC2 --> GXShaderAttributeType; BVEC4 --> GXShaderAttributeType; VEC3 --> GXShaderAttributeType; VEC4 --> GXShaderAttributeType; MAT2 --> GXShaderAttributeType; IVEC2 --> GXShaderAttributeType; MAT3 --> GXShaderAttributeType; IVEC3 --> GXShaderAttributeType; MAT4 --> GXShaderAttributeType; FLOAT --> GXShaderAttributeType; DOTS[...]
```

The diagram illustrates the inheritance of the `Magnum::GXShaderAttributeType` from various vector and matrix types. A central box labeled `Magnum::GXShaderAttributeType` is pointed to by a purple arrow from a list of types on the right. The types listed are `VEC2`, `BVEC4`, `VEC3`, `VEC4`, `MAT2`, `IVEC2`, `MAT3`, `IVEC3`, `MAT4`, `FLOAT`, and `...`.

VEC2
BVEC4
VEC3
VEC4
MAT2
IVEC2
MAT3
IVEC3
MAT4
FLOAT

...