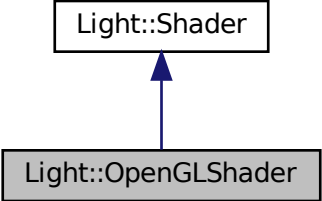


Light::Shader



```
graph BT; A[Light::OpenGLShader] --> B[Light::Shader]
```

Light::OpenGLShader