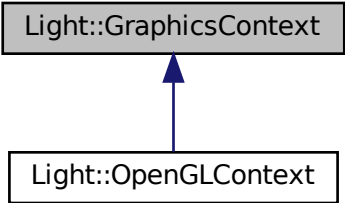


Light::GraphicsContext



Light::OpenGLContext