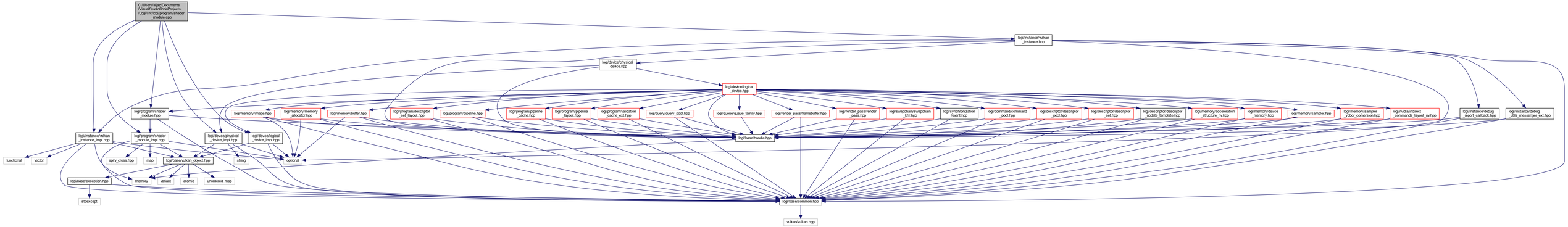
C:/Users/alpaz/Documents/VisualStudioCode/Projects/Logi/src/logi/program/shader_module.cpp
logi/instance/vulkan_instance.hpp
logi/device/physical_device.hpp
logi/device/logical_device.hpp
logi/program/shader_module.hpp
logi/memory/image.hpp
logi/memory/memory_allocator.hpp
logi/memory/buffer.hpp
logi/program/descriptor_set_layout.hpp
logi/program/pipeline.hpp
logi/program/pipeline_cache.hpp
logi/program/pipeline_layout.hpp
logi/program/validation_cache_ext.hpp
logi/query/query_pool.hpp
logi/queue/queue_family.hpp
logi/render_pass/framebuffer.hpp
logi/render_pass/render_pass.hpp
logi/swapchain/swapchain_khr.hpp
logi/synchronization/event.hpp
logi/command/command_pool.hpp
logi/descriptor/descriptor_pool.hpp
logi/descriptor/descriptor_set.hpp
logi/descriptor/descriptor_update_template.hpp
logi/memory/acceleration_structure_nv.hpp
logi/memory/device_memory.hpp
logi/memory/sampler.hpp
logi/memory/sampler_ycbcr_conversion.hpp
logi/nvidia/indirect_commands_layout_nv.hpp
logi/instance/debug_report_callback.hpp
logi/instance/debug_utils_messenger_ext.hpp
logi/instance/vulkan_instance_impl.hpp
logi/program/shader_module_impl.hpp
logi/device/physical_device_impl.hpp
logi/device/logical_device_impl.hpp
logi/base/handle.hpp
functional
vector
spirv_cross.hpp
map
logi/base/vulkan_object.hpp
string
optional
logi/base/exception.hpp
memory
variant
atomic
unordered_map
stdexcept
logi/base/common.hpp
vulkan/vulkan.hpp