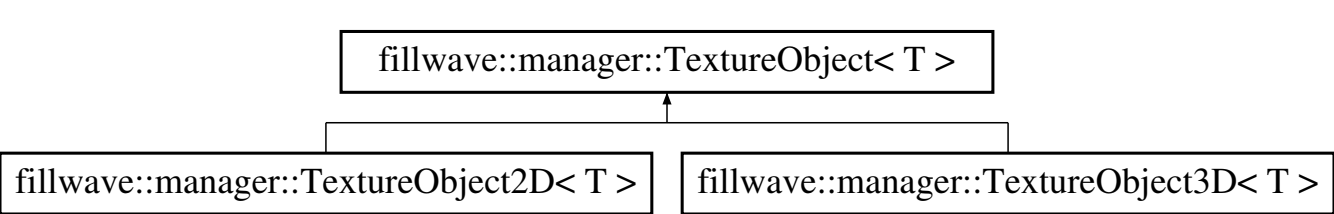
fillwave::manager::TextureObject< T >
fillwave::manager::TextureObject2D< T >
fillwave::manager::TextureObject3D< T >