```
OsoReader
+ m symbols
- m osoMajor
- m osoMinor
- m shaderType
- m shaderName
- m iParams

    m instructions

- m lineNo
- m lines
- m jumpTargets

    m_forLoopJumpTargets

- m array
- m arrayLength
+ ~OsoReader()
+ version()
+ shader()
+ parameter()
+ addSymbols()
+ makeSymbolArrayType()
+ addSymbolDefaults()
+ instruction()
+ instructionArguments()
+ parseFile()
and 18 more...
+ getOsoReader()
- OsoReader()
```

-m_osoReader