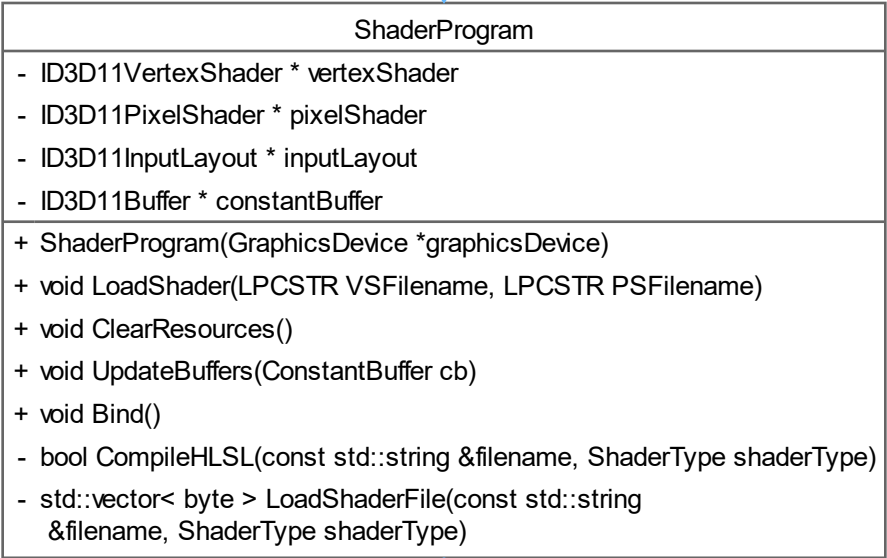
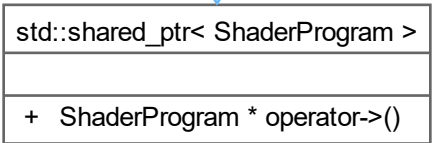


-graphicsDevice



+ptr



+shaderProgram

