



+AttribLocationProjMtx
+AttribLocationTex
+AttribLocationVtxColor
+AttribLocationVtxPos
+AttribLocationVtxUV
+ElementsHandle
+FontTexture
+GLProfileMask
+GLVersion
+ShaderHandle
...

+GlsIVersionString

+GLProfileIsCompat
+GLProfileIsES2
+GLProfileIsES3
+HasClipOrigin
+UseBufferSubData

+IndexBufferSize
+VertexBufferSize

