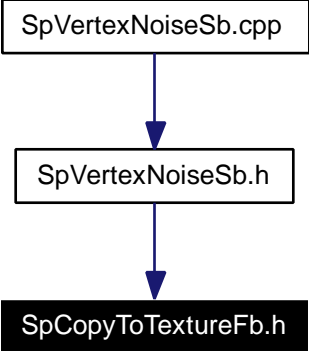


SpVertexNoiseSb.cpp



```
graph TD; A[SpVertexNoiseSb.cpp] --> B[SpVertexNoiseSb.h]; B --> C[SpCopyToTextureFb.h];
```

SpVertexNoiseSb.h

SpCopyToTextureFb.h