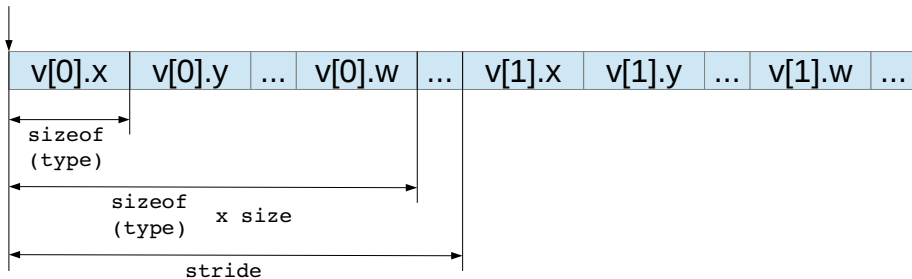
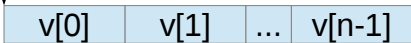


`glVertexAttribPointer(index, size, type, normalized, stride, ptr)`

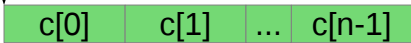
`ptr`



`ptr_v`



`ptr_c`



interleaved

