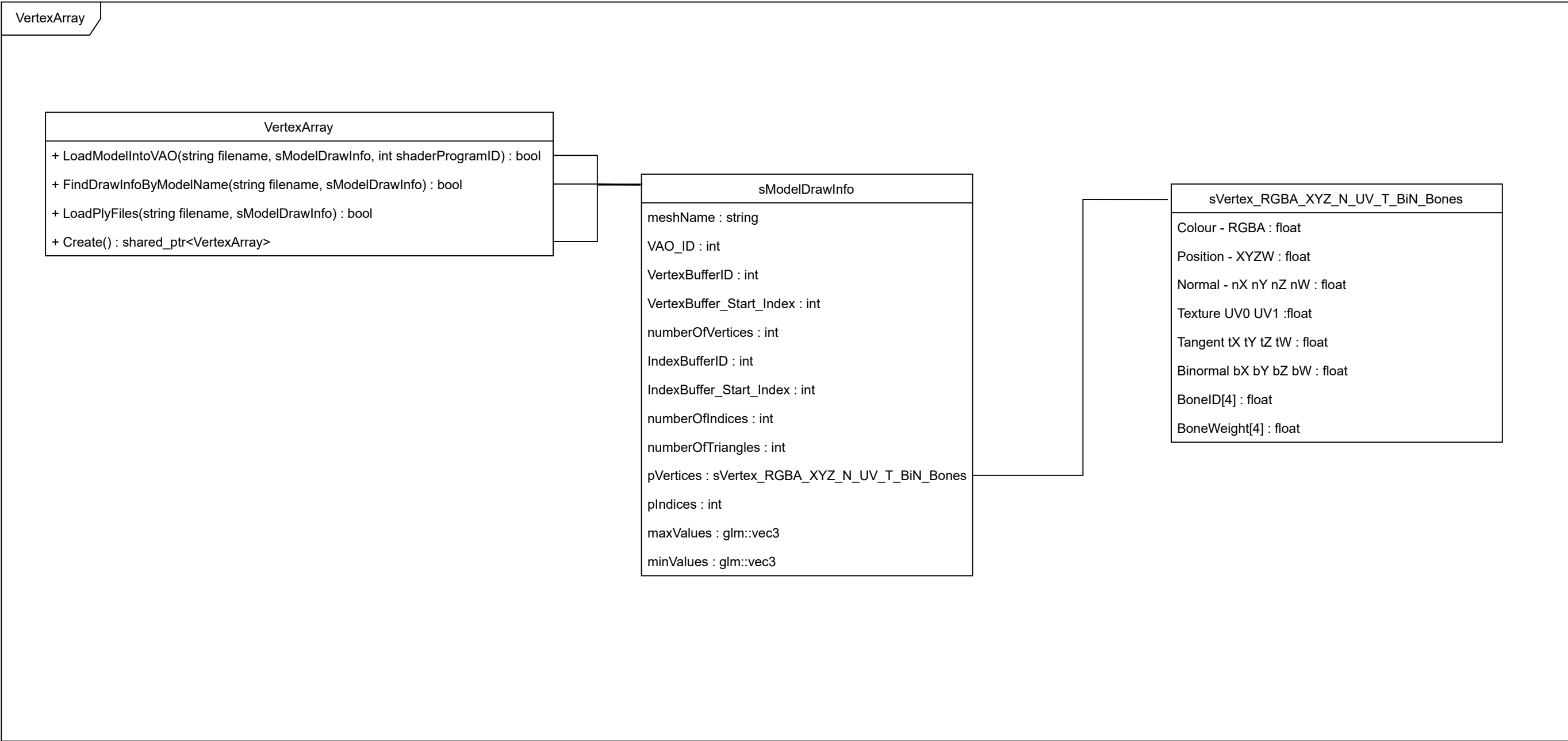
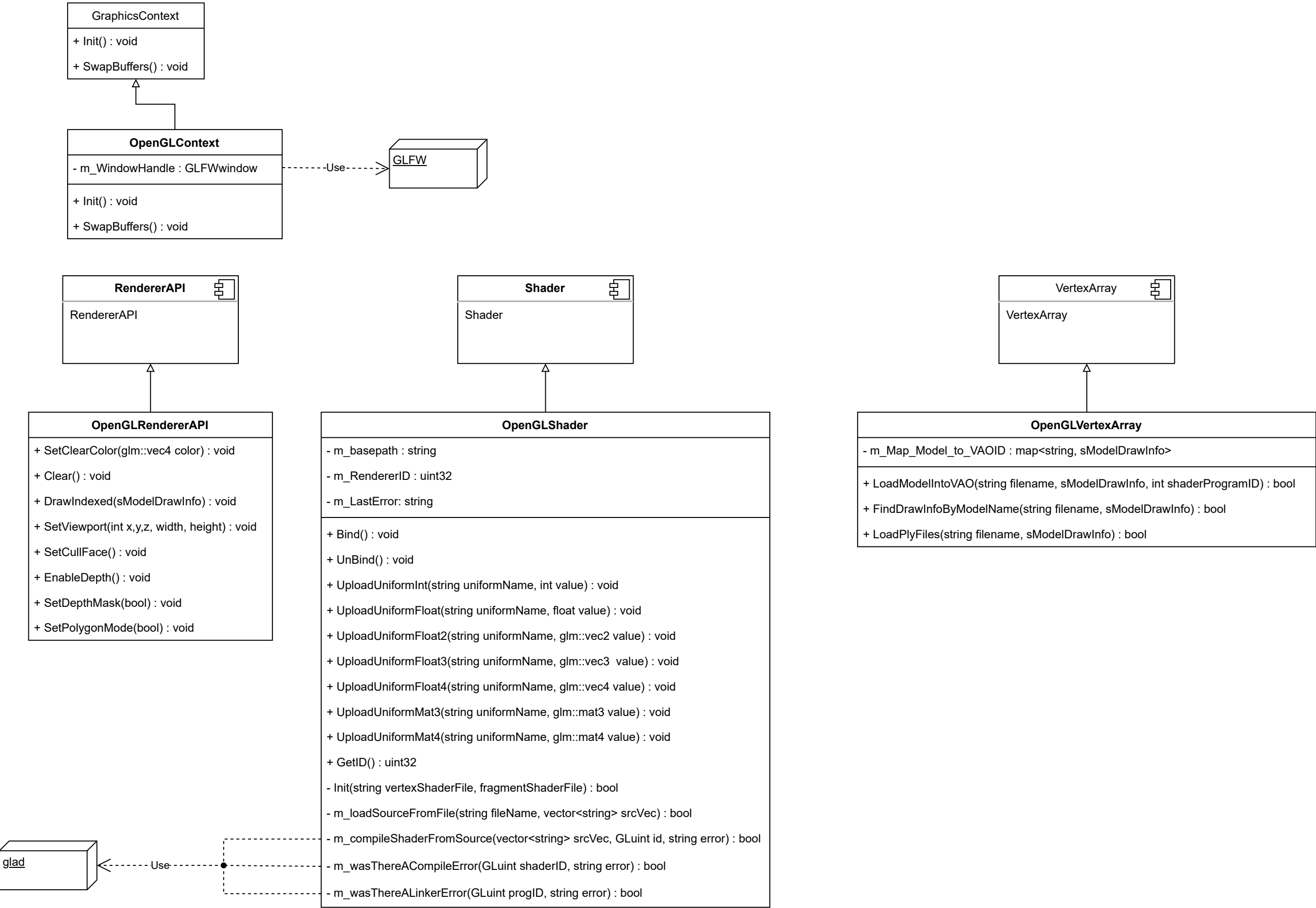


Timestep
- m_Time : float
+ GetSeconds() : float
+ GetMilliseconds() : float





Shader

Shader

- + Bind()
- + UnBind()
- + Create(string vertexShaderFile, FragmentShaderFile)

JSON

