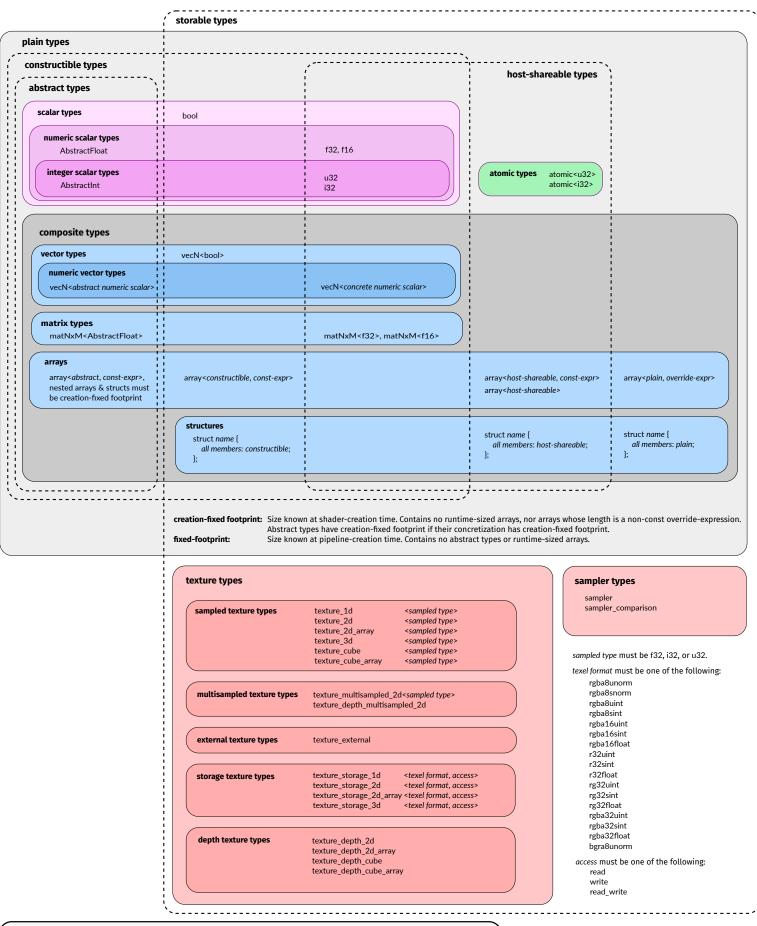
WebGPU Shading Language (WGSL) type categories



memory view types

pointer types

ptr<class, storable, access>

storage class (class): access mode (access): function read
private write
workgroup read_write
uniform
storage

ref<class, storable, access>

(N, M = 2, 3, 4)