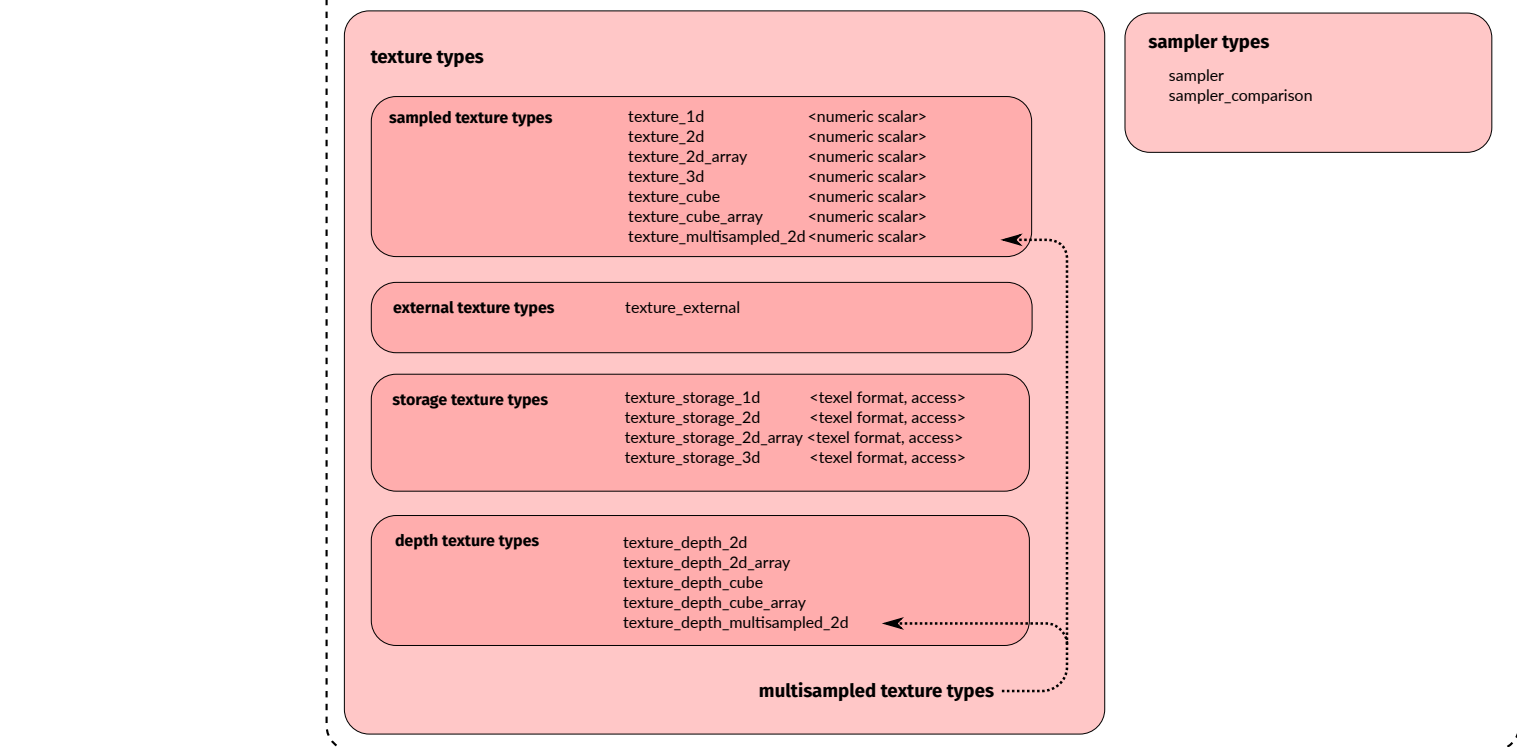
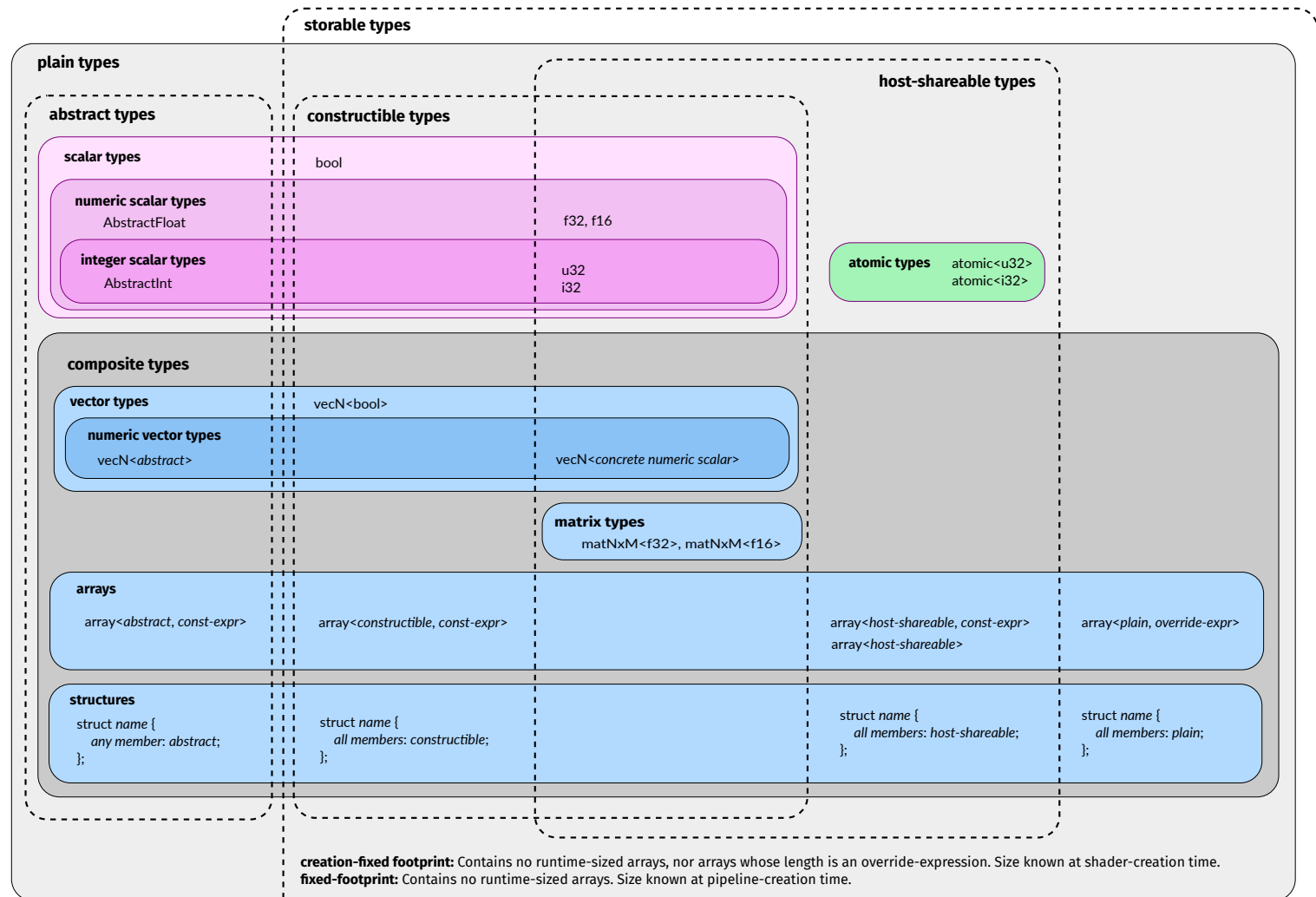


WebGPU Shading Language (WGSL) type categories



memory view types

pointer types

ptr<class, storable, access>

reference types

ref<class, storable, access>

storage class (class):

function
private
workgroup
uniform
storage

access mode (access):

read
write
read_write

(N, M = 2, 3, 4)