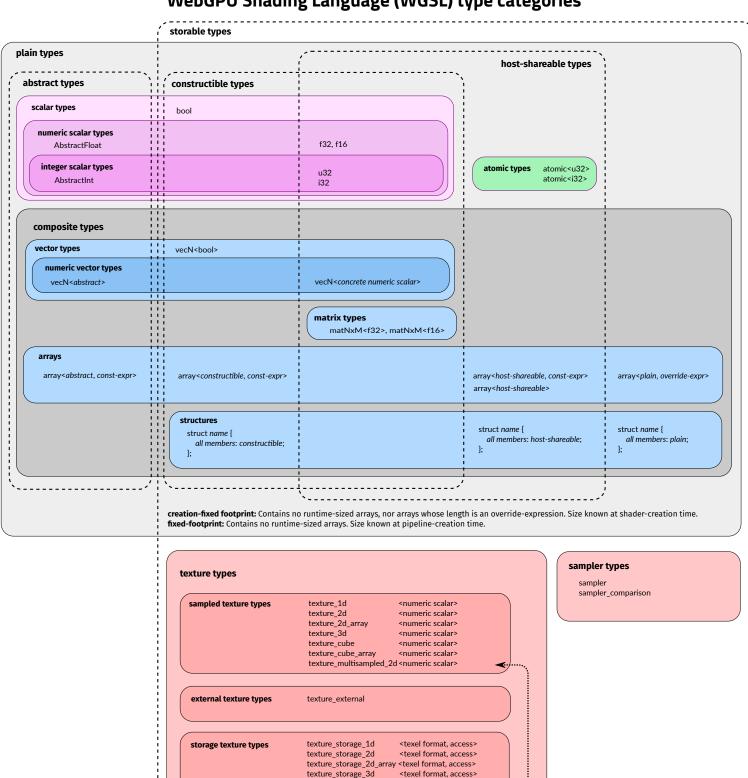
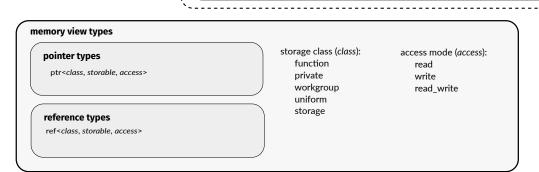
WebGPU Shading Language (WGSL) type categories



texture_depth_2d texture_depth_2d_array texture_depth_cube texture_depth_cube_array texture_depth_multisampled_2d

multisampled texture types



depth texture types