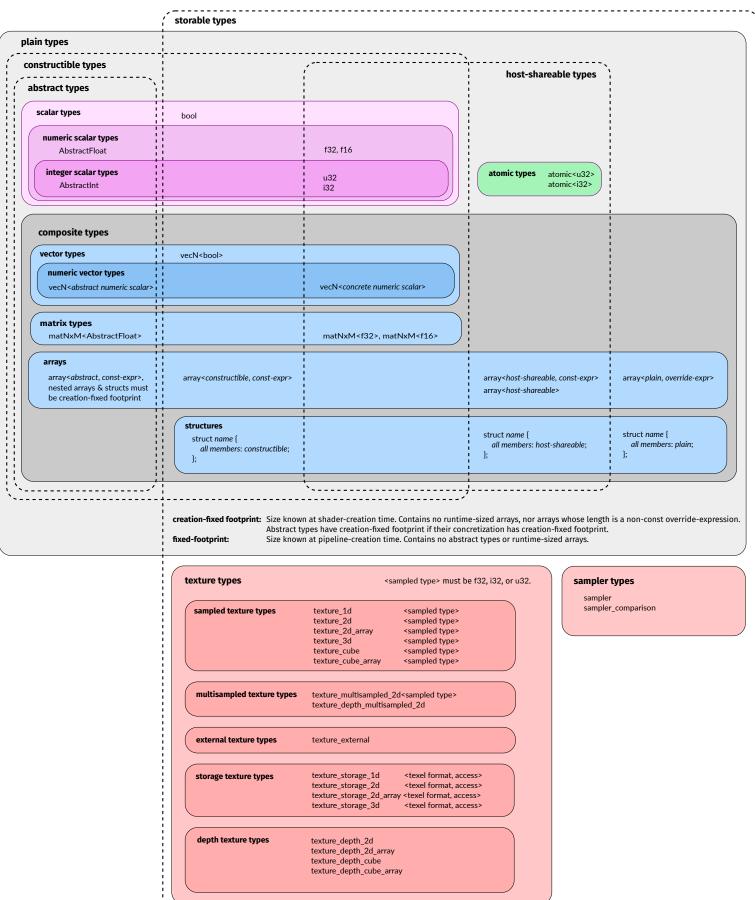
WebGPU Shading Language (WGSL) type categories



memory view types pointer types ptr<class, storable, access> storage class (class): access mode (access): function read private workgroup read_write uniform storage reference types ref<class, storable, access>