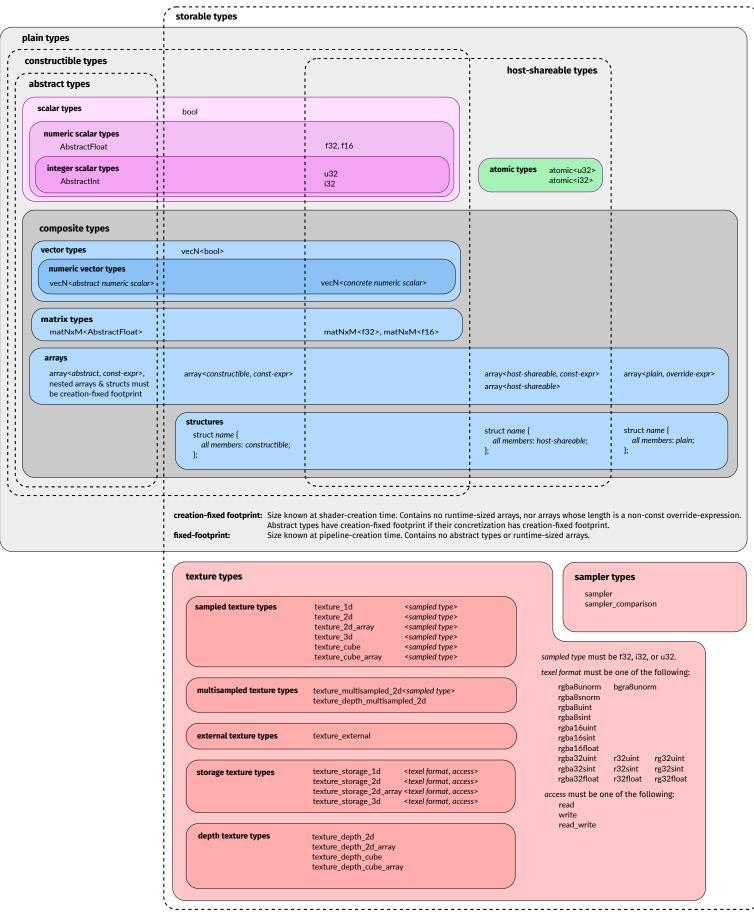
WebGPU Shading Language (WGSL) type categories



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