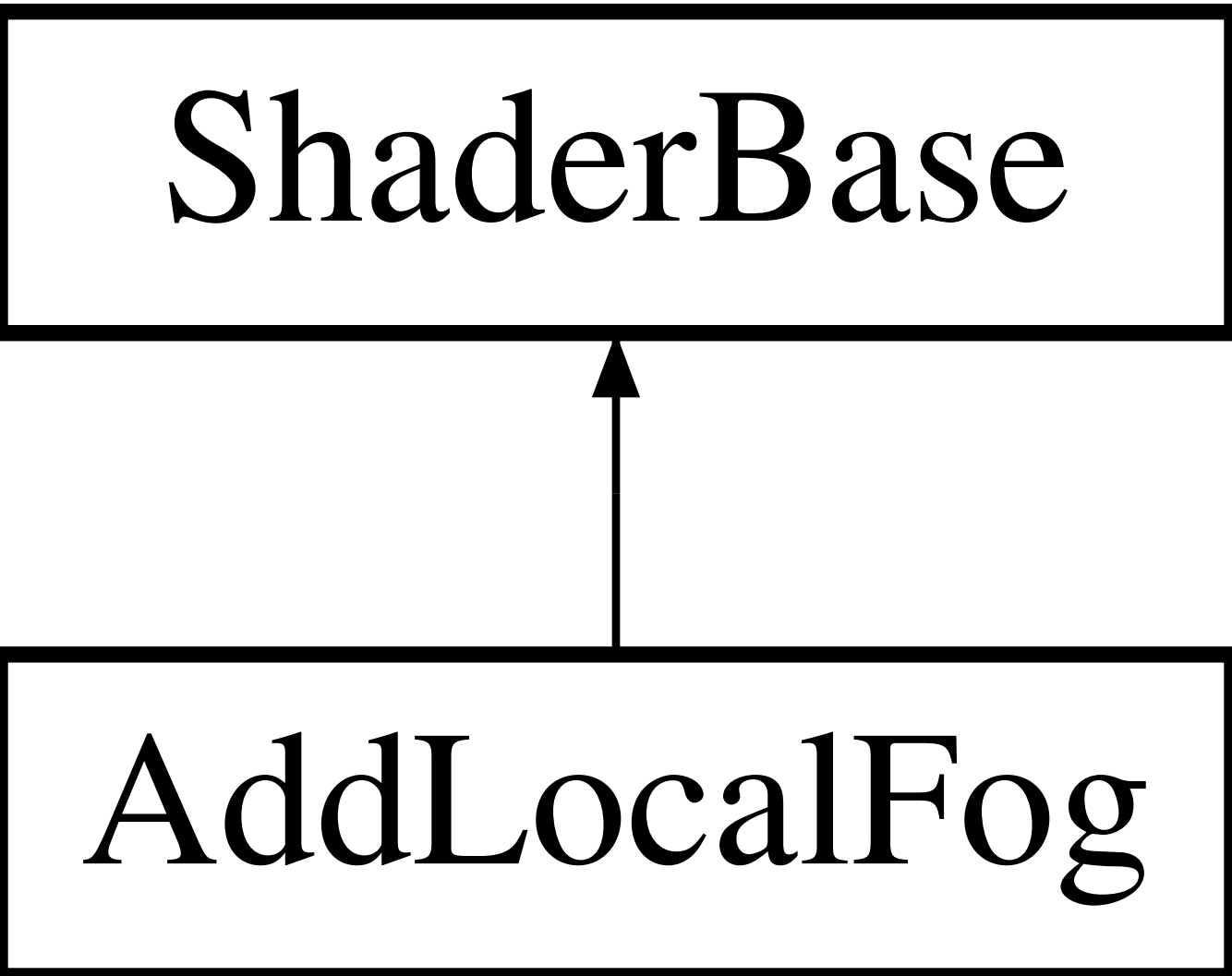
ShaderBase
AddLocalFog