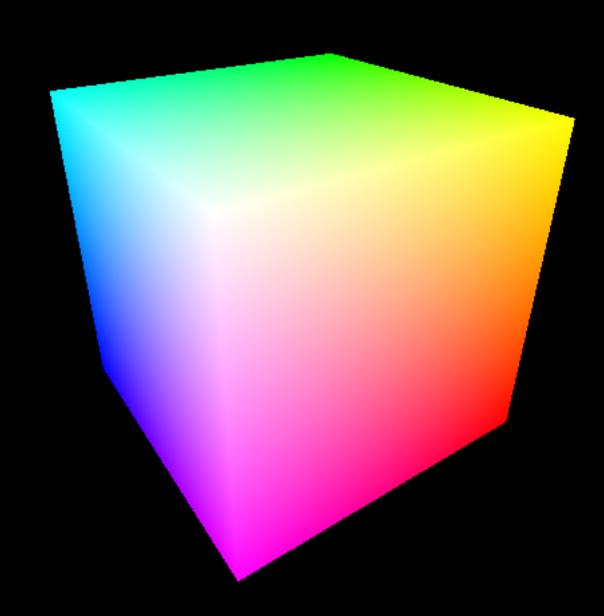
## shaders



## step(a,b)