```
mGLES2UniformValue
+ f
+ i
+ b
+ fvec2
+ fvec3
+ fvec4
+ ivec2
+ ivec3
+ ivec4
+ bvec2
+ bvec3
+ byec4
+ fmat2x2
+ fmat3x3
+ fmat4x4
           +value
            +min
           +max
  mGLES2Uniform
  + name
  + type
  + location
  + readableName
           +uniforms
   mGLES2Shader
 + width
 + height
 + integerScaling
 + filter
 + blend
 + tex
 + fbo
 + fragmentShader
 + vertexShader
 + program
 + texLocation
 + texSizeLocation
 + positionLocation
 + nUniforms
```