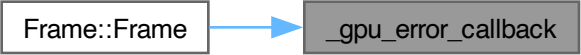


Frame::Frame



```
graph LR; A[Frame::Frame] --> B[_gpu_error_callback]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'Frame::Frame'. The right box is gray with a black border and contains the text '_gpu_error_callback'. A blue arrow points from the right side of the left box to the left side of the right box.

_gpu_error_callback