

mage::Resource

```
graph BT; Mesh[mage::Mesh] --- HierarchyLine[ ]; PixelShader[mage::PixelShader] --- HierarchyLine; VariableScript[mage::VariableScript] --- HierarchyLine; VertexShader[mage::VertexShader] --- HierarchyLine; HierarchyLine --> Resource[mage::Resource];
```

mage::Mesh

mage::PixelShader

mage::VariableScript

mage::VertexShader