

LouiEriksson::Shader

```

+ const std::string &
  Name() const
+ void BindAttribute
  (const GLint &_pos,
   const char * _name) const
+ GLint AttributeID(const
  char * _name)
+ GLint ID() const
+ operator GLint() const
+ static void Bind(const
  GLint &_id)
+ static void Unbind()
+ static void Assign
  (const GLint &_id, const
   bool &_value)
+ static void Assign
  (const GLint &_id, const
   GLint &_value)
+ static void Assign
  (const GLint &_id, const
   GLuint &_value)
+ static void Assign
  (const GLint &_id, const
   GLfloat &_value)
+ static void Assign
  (const GLint &_id, const
   GLfloat &_x, const GLfloat &_y)
+ static void Assign
  (const GLint &_id, const
   GLfloat &_x, const GLfloat
   &_y, const GLfloat &_z)
+ static void Assign
  (const GLint &_id, const
   GLfloat &_x, const GLfloat
   &_y, const GLfloat &_z, const
   GLfloat &_w)
+ static void Assign
  (const GLint &_id, const
   glm::vec2 &_value)
+ static void Assign
  (const GLint &_id, const
   glm::vec3 &_value)
+ static void Assign
  (const GLint &_id, const
   glm::vec4 &_value)
+ static void Assign
  (const GLint &_id, const
   glm::mat2 &_mat)
+ static void Assign
  (const GLint &_id, const
   glm::mat3 &_mat)
+ static void Assign
  (const GLint &_id, const
   glm::mat4 &_mat)
+ static void Assign
  (const GLint &_id, const
   GLuint &_textureID, const
   GLint &_imageUnit, const
   GLenum &_target)

```