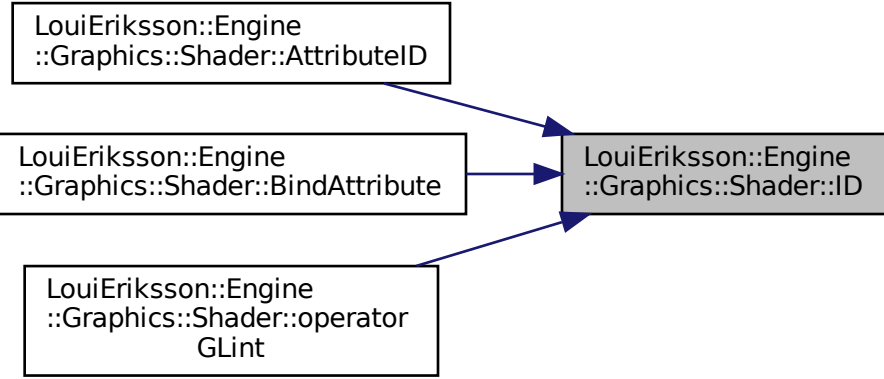


LouiEriksson::Engine
::Graphics::Shader::AttributeID

LouiEriksson::Engine
::Graphics::Shader::BindAttribute

LouiEriksson::Engine
::Graphics::Shader::operator
GLint

LouiEriksson::Engine
::Graphics::Shader::ID



```
graph LR; A[LouiEriksson::Engine::Graphics::Shader::AttributeID] --> D[LouiEriksson::Engine::Graphics::Shader::ID]; B[LouiEriksson::Engine::Graphics::Shader::BindAttribute] --> D; C[LouiEriksson::Engine::Graphics::Shader::operator GLint] --> D;
```