

LouiEriksson::Engine  
::Graphics::Shader

```
+ const std::string &
  Name() const noexcept
+ void BindAttribute
  (const GLint &_pos,
   const char *_name) const
+ GLint AttributeID(const
  char *_name)
+ GLint ID() const noexcept
+ operator GLint() const
  noexcept
+ 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)
```